

Amazing COMPUTING™ / **AMIGA**

For The Commodore

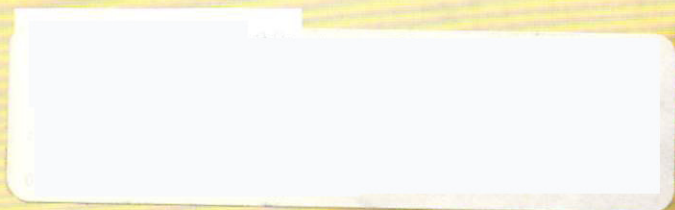
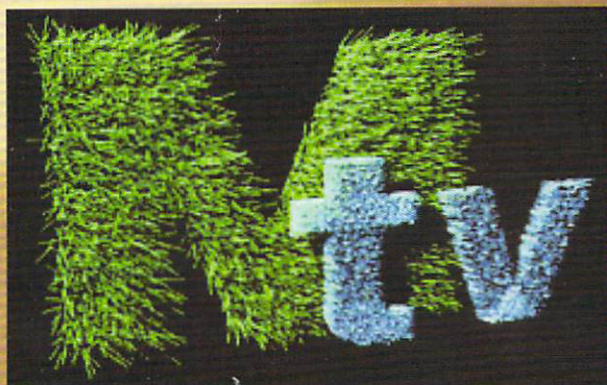
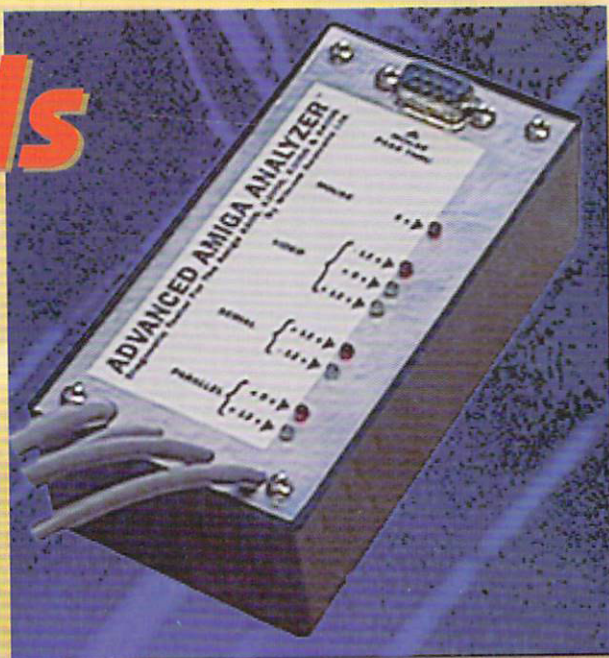
Volume 10 No. 9 September 1995
US \$3.95 Canada \$4.95

Your Original AMIGA® Monthly Resource

Amiga Tools

Reviews

- Advanced Amiga Analyzer
- Fiber Factory
- Impact!
- WaveMaker
- and more!



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TurboCalc V2.0 is the unique software solution that defines a new standard for spread sheet applications on the Commodore Amiga. Experience its nearly unlimited capabilities in all relevant categories:



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Printout

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- integrated database with numerous data definition and retrieval options: search, copy and delete operations according to user defined criteria

Control Options

- full mouse or keyboard control
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- completely english version including 200 page manual

Technical Characteristics

- sheet size limited only by available memory
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- OS2.0 user interface look and feel
- freely adjustable screen mode and font selection
- all new screen modes of OS2.0 supported
- fast, due to being written 100% in assembler code

Required Hardware

- Commodore Amiga
- Kickstart 1.2/1.3, 2.0, 2.1, 3.0, 3.1
- 512Kb main memory (1Mb or more recommended)
- supports all common printers

GURU-ROM V6

Years of experience, technical know-how, and competence from the world's best Amiga software and hardware engineers are condensed in this penultimate product. It makes it possible for the user to productively and comfortably use SCSI, without sacrificing performance, risk of incompatibility, or waste of resources.



Stefan Ossowski, Schatztruhe and Ralph Babel, author of the well-known »Amiga Guru Book« and long-standing former system software developer for GVP, the American company known for its high-quality hardware products, present:

Guru-ROM Version 6 The final update for all GVP SCSI host adapters!

Together with exhaustive documentation, the »Guru-ROM« enhances each Series-II host adapter in many decisive and for the serious user essential features: Universal: a SCSI driver without compromise for all Series-II host adapters and all »Combo« and »G-Force« accelerator cards for the Amiga 4000, 3000, 2000, 1200, and 500. This ROM module, which has been

considerably extended in its code and feature set, replaces all previously distributed driver ROMs.

Fast: unparalleled transfer rates of up to 3.5 MB/s raw (Zorro-II limit), 3.1 MB/s measured with »SCSI Speed«, 2.4 MB/s measured with »DiskSpeed« - even on a stock 7-MHz 68000-based Amiga! All the while, the CPU typically retains 80% free processing time. Always maximum performance through the automatic selection of the currently optimal transfer mode (DMA, buffered DMA, PIO).

Multifaceted: supports all device types defined in the SCSI standard, such as hard disks, CD-ROM drives, streamers, scanners, and magneto-optical devices.

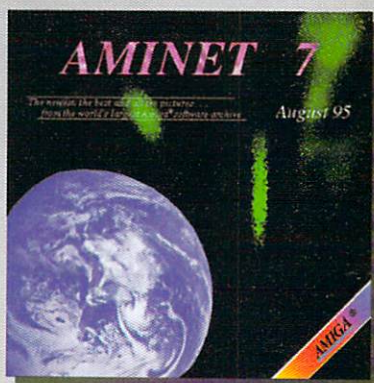
Compatible: complete support for the RDB standard resulting in trouble-free autoboot, autmount, and the exchange of devices and media between two computers from Amiga OS 1.3 through 3.1.

Flexible: disconnect/reselect, synchronous transfers, and parity checking can be enabled separately for each device (even for devices without an RDB). Also complete write-protection (useful for kiosk applications and for virus protection) is possible.

Intelligent: maximum compatibility with nearly all hardware and software through special handling of all known firmware bugs of the most popular SCSI devices and DMA hardware bugs in the A3000 and A4000, workarounds for internal errors in the WD SCSI chip, as well as special modifications to account for defective application software.

Upward-compatible: completely compatible both to the SCSI-2 as well as to the SCSI-1 standard, thereby providing the broadest support for all devices on the market including those still to come.

Aminet 7



Aminet CD 7, dated August 1995, contains more than 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 6 CD more than 500 MB new software has appeared. The current edition has a special focus on images. 10,000 images for DTP and multimedia were included.

\$19.95

25 MB	Business software
30 MB	Communications
50 MB	Graphics & sound demos
10 MB	Development software
1 MB	Disk/HD tools
15 MB	Documents
55 MB	Games
40 MB	Graphics software
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40 MB	Miscellaneous
110 MB	Music modules
10 MB	Music software
15 MB	Text software
20 MB	Utilities

Aminet Set 1



\$43.95

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. A wide variety of programs is included: applications, games, demos, pictures, mods, animations, developer material, networking software, programming languages, and more. Until recently, access to Aminet was restricted to international network users. Only 3 years after its inception, Aminet now holds the equivalent of more than 4,500 floppy disks of software. User friendly access software makes the aminet CD's a pleasure to use.

Aminet Set 1, the first "complete" Aminet archive on CD, consists of approximately 4 gigabytes of software in 12,500 archives.

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134 MB	Graphics software
337 MB	Pictures & animations
87 MB	Text software
39 MB	Documents
336 MB	Graphics & sound demos
160 MB	Games
86 MB	Communications
6 MB	Hardware related
63 MB	Business software
12 MB	Disk/HD tools
109 MB	Miscellaneous
358 MB	Music modules
29 MB	Music software

Subscription

One year subscriptions to the Aminet series are available. There are expected to be six releases per year, so the subscription is actually for 6 CD's, regardless of when they end up shipping.

Aminet - 1 year subscription: \$89.95



World Info '95

Your virtual guide around the world. Travel to places, you have never seen before, get informed about your next holiday destination beforehand, spend some time in the sun! Are you preparing for a geography test? Then you can find the info here!

limite). In addition to this there is a massive amount of pictures from all over the world available. A little dictionary covering the most important languages is also there as a little bonus. Everything is available in English and in German. It is easy and intuitiv to use. You can enter and exit at any time. There are extensive possibilities for searching. A printout of all information is no problem at all.

Minimum system requirements:
A computer with Mosaic or NetScape [e.g. Amiga, Mac, OS/2, Unix, Windows]

Magic Illusions

This CD brings a new interesting form of entertainment to your screen - 3D Stereograms! Without special aids a colorful, fantastic, three dimensional object appears suddenly on a two dimensional strongly patterned picture. Via books, the illusion of depth has already stunned millions of people around the world. Now you can view the stereograms at home on your screen! Everything you need is on this CD. Besides 200 stereograms with varying difficulty, there is software included which enables you to create your own 3D pictures.

Magic Illusions: \$19.95

Gamers' Delight

CD-Write

CD-Write is based on a simple but ingenious technique. Because you cannot write an ordinary CD with ordinary CD-ROM drives, CD-Write sends the Amiga 500 a fully CD-compliant and completely transparent master disk to redirect instructions to CD1 to a special area of your harddrive or other writable media. From now on you will be able to treat CD-ROMs like any other media, writing or deleting files, moving and unspooling windows and icons, changing the icon toolbar files, replacing icons with your favorite ones, re-arranging directories, changing the default configurations of programs run directly from the CD-ROM, saving game high scores, etc. Minimum system requirements: Amiga 500, A500, A1000, A1200, A1500, A2500, A2500, A3000, or A4000 with at least 1 MB of RAM, OS 2.04 or higher, CD-ROM drive; hard disk recommended.

CD-Write \$59.95

CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD 32 game on an A1200 or A4000 with CD-ROM drive and any filesystem. You can create a configuration file for each CD, containing information about the Joypad emulation. You can also save the highscore of each CD32 game. Use and installation of CDBoot is very easy, even for beginners, due to the excellent manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga enthusiasts who would like to enter the world of CD32 games.

CDBoot 1.0: \$49.95

Meeting Pearls

Meeting Pearls volume 1 contains about 150 high quality and high resolution fractals, a ready to run version of \LaTeX which includes fonts for FAX and 600 dpi printers, a ready to install version of the Amiga NetBSD port, and many other ready to run applications including UMS, DaggeX, a lot of utilities, games, etc.

Because the version of NetBSD included on Meeting Pearls CD's includes encryption code that is restricted for U.S. export, all imported CD's will only be available for resale within the U.S.

Meeting Books Vol. 1: \$12.95

Meeting Pearls Vol. 1: \$13.95
Meeting Pearls Vol. 2: \$13.95

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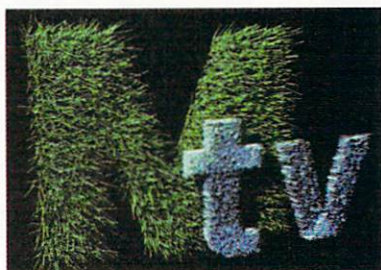


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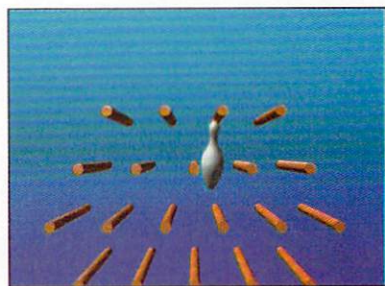
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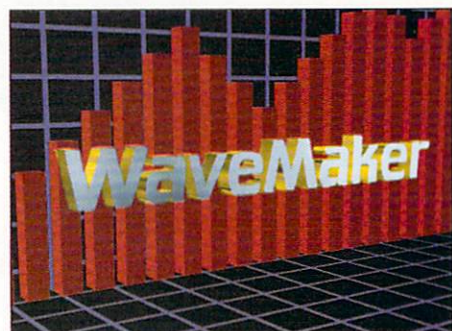
Hundreds of royalty-free images, page 10



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Newton supplies the action, page 18



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10 NEW PRODUCTS and other neat stuff

A Tower Case for the A1200, tools for LightWave 3D, hundreds of royalty-free photo images on CD-ROM, and more.

14 Fun with Fiber Factory

by R. Shamms Mortier

Fiber Factory will quickly become an essential part of your creative options while also being ridiculously easy to use.

18 Impact! 1.0

by R. Shamms Mortier

Finally, a real LightWave Physics engine. Impact gives LightWave3D users the ability to design objects, apply attributes, and let the laws of physics do the rest.

26 Advanced Amiga Analyzer

by Ernest P. Viveiros

Sooner or later it is going to happen, something is going to go wrong with some part of your Amiga system. Start here to discover the source of the malfunction.

30 WaveMaker 2.0

by R. Shamms Mortier

WaveMaker's prefab choreographies and utilities may be just the tool an Amiga animator needs in order to meet crunching deadlines and leave the studio before midnight.

42 On-Line

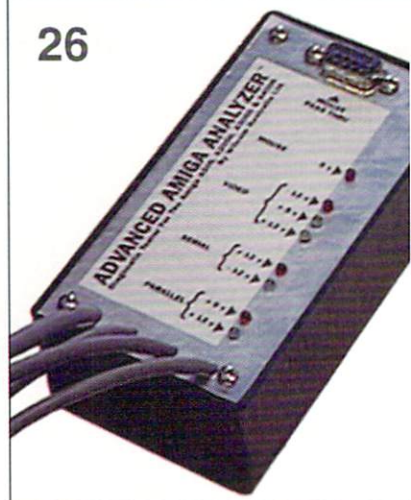
by Rob Hays

Take the first step in the long journey through the Internet jungle as AC's premiere wired authority explains where the Internet came from and where you can travel.



"Bearable" Fur, page 14

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Diversions



Overlord

by Rob Hays

Join the RAF in WWII as they switch from defense to offense and battle the Germans over Europe.

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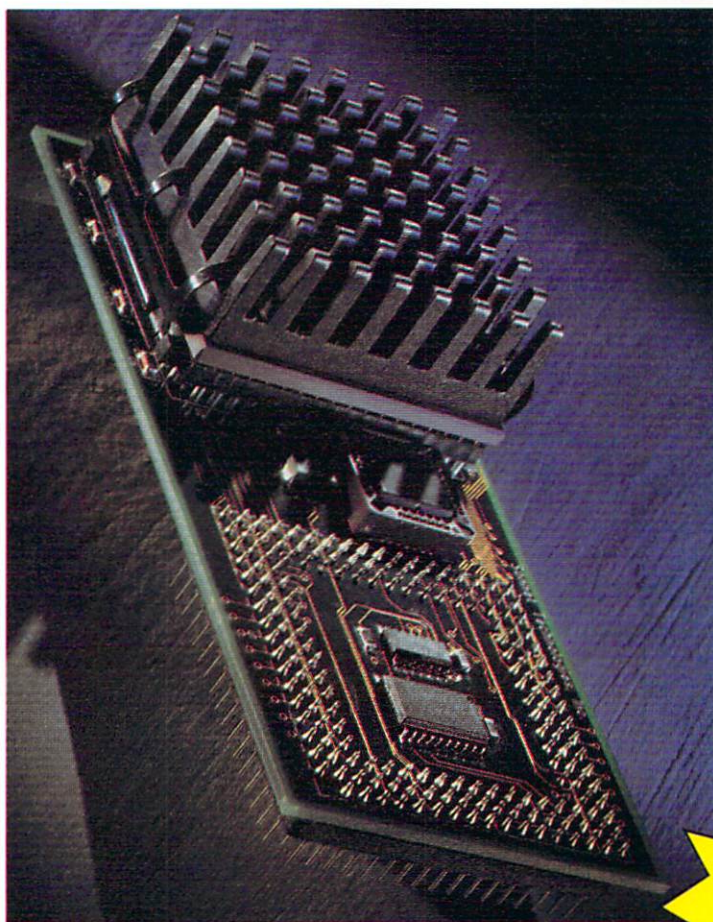
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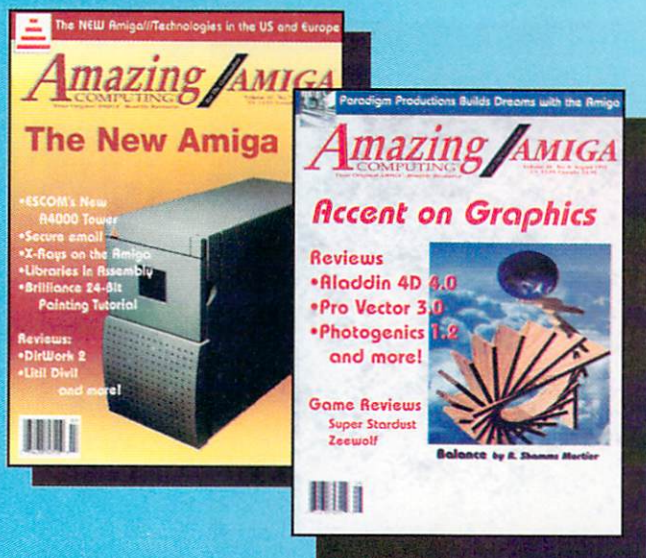
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EDITORIAL CONTENT

Amiga Technologies In The United Kingdom

As part of their efforts to bring the Amiga back as a "world power" computer, Amiga Technologies held a major event in London. On August 16th, Amiga Technologies held a press conference for the English Amiga magazines as well as that nation's general press. This effort was followed on the morning of August 17th with a UK dealer's meeting and in the afternoon of the same day with a developer's meeting.

The meetings, held at the Sheraton Heathrow Hotel, were also a launching pad for the introduction of the Virtual I-Glasses by Denis Pemiski of Virtual Products, as well as a platform for the new Commodore brand multimedia PCs. Although we were not contacted in time to attend (actually we were informed that there would not be anything of interest for a North American magazine because this was strictly geared for the UK distribution), we were fortunate enough to have a press kit sent to us via e-mail.

Petro Tyschtschenko

In Mr. Tyschtschenko's prepared speech, he began, "Some of you surely know how long and difficult the takeover of Commodore was and how much this one year of latency hurt the Amiga market. Building up everything again was also a difficult task for us. Especially the financial and logistic situation. Without the support from our mother company ESCOM AG, nothing would have been possible. We actually revived the Amiga in two important steps: First by acquiring the assets of the former Commodore for more than 10 million dollars, and secondly by starting it up again, which requested again several times the initial investment. Other main difficulties we encountered were to get specific parts and components for production. D-RAMs are on allocation, Amiga keyboards, floppies and SCSI hard drives have long lead times. Tailor made parts are difficult to get and they cost more than in the old Commodore times."

"Our first objective was to get Amiga products back on the market as fast as possible. To achieve this goal in an acceptable time, we decided to build the A1200 and A4000T without modifications. We have however included the new version 3.1 of the Operating System for the A1200."

Mr. Tyschtschenko went on to state that the Amiga 4000 Tower should be considered a new product. According to Mr. Tyschtschenko, there were only 200 of the units originally produced by Commodore. He warned that the design changes and

enhancements were not performed so that the computer would be available for this year. "This decision does not mean in any way that we are going to stop research and development. Enhancements will be made on current machines for sure."

Mr. Tyschtschenko also announced that the ESCOM shops in the UK will carry Amiga Computers. "The employees in these shops used to sell Amigas and we want to use their store traffic again. This will be an excellent additional sales tool to spread Amigas in the UK."

Mr. Tyschtschenko again noted the problems in North America, "We already have installed a dealer network but are still looking for a potential distributor. Somebody who is willing to support and invest in our product. We are actually looking for a partner more than just a distributor."

There was good news in production. The Amiga is still on schedule for delivery at the latter part of September. The A4000T in the US and the A1200 which will be produced in Bordeaux, France. On the A1200, Mr. Tyschtschenko stated, "Our successful negotiations with Solectron, one of the world leaders of sub-contract manufacturing, guarantees a European high quality standard. Quality is very important for us, we want to reduce defective returns to a minimum. That's why we focused on Europe rather than Far-East."

While the Amiga 4000T motherboards will be produced in the United States, near Philadelphia, the units for Europe will be assembled in the ESCOM facilities in Germany. In addition, Amiga Technologies has also made an agreement with a European monitor manufacturer to provide a monitor especially adapted for the Amiga. According to Mr. Tyschtschenko, the monitor is a high-quality multisync unit that can scan horizontal frequencies from 15 to 38 KiloHertz. The plug of that monitor is also adapted to the video output connector of the A1200 and A4000T.

Mr. Tyschtschenko also stated, "As announced at our previous press conference, our plan is still to build 100,000 A1200's and 20,000 A4000T's until the end of this year. These figures are based on existing orders and on customer based forecasts. I'm quite sure that this gives us the assurance that the whole production will actually be sold. A large percentage of our A1200 production will be sold alone in the UK."

Repair and spare servicing (for the European market) will be centralized in their service-centre in Braunschweig, Germany, in coordination with the representation points in each country. The technical dealer support will also be handled here, as well as the

distribution for computers and monitors in Germany. The service centers will not repair the units, but make components exchanges only.

Future Amiga Plans

Mr. Tyschtschenko discussed the future of the Amiga by saying, "First, we plan to enhance current models. We are thinking of faster processors and chip integration for the beginning. We are going to integrate the 68060 chip for the A4000T this year. For the entry-level model, we are looking at an external CD ROM addition and more RAM onboard the bare units." Unfortunately no decision has yet been made on which RISC platform will be used as a basis for a future Amiga.

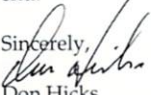
Mr. Tyschtschenko continued to stress Amiga Technologies' desire to use the CD 32 platform for the development of set-top-box systems for cable-TV, satellite-TV and for telephone line communication as well as home-shopping and home-banking. "I'm convinced that this market is tremendous and will push the Amiga technology into millions of households. Software publishers should be interested in writing software for such a widely spread platform. The Amiga architecture is optimally suited for set-top-systems because of its low demand for resources like RAM or processor power and because of its multitasking and real-time abilities, in summary, the Amiga is the most cost effective platform for set-top-boxes."

International Funkausstellung (IFA) Berlin

From August 26th to September 3rd, ESCOM will be present at the IFA, one of the biggest consumer fairs in Germany for TV, communications, and multimedia. With 500,000 attendees expected, they will use the show for an Amiga comeback in Europe.

Conclusions

From the above information, it is apparent that Amiga Technologies still wants to move the Amiga technology forward, although a little slower than any of us would like. The idea that distribution is still not complete in the US and that the numbers on the A4000 tower have been altered down by 5,000 units causes some concern, but I am willing to be patient. As Margaret Thatcher said, "I am extraordinarily patient provided I get my own way in the end."

Sincerely,

Don Hicks
Managing Editor

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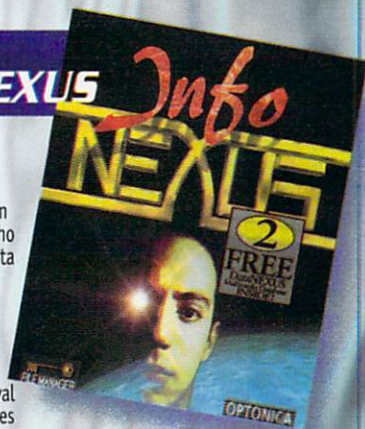
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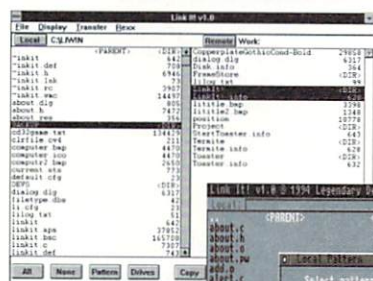
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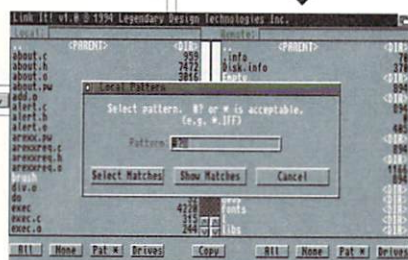
From the original demise of Commodore to the final sale to ESCOM, AC has been there! During this crisis, *Amazing Computing* has gone to great lengths to be the first with news and information for its readers. From interviews with the new owners to the thoughts and ideas of Amiga users, *Amazing Computing* has lead the way in complete Amiga coverage. AC's coverage is the first discussed on the networks, AC should be your first news format.

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NEW PRODUCTS

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ONE AND ONLY MEDIA

One and Only Media has announced the upcoming release of MacroForm™ Powerful Modeling Macros for Lightwave 3D™. The product was released at the end of June, and it is made up of twenty modeling tools/ utilities designed to enhance creativity while boosting productivity. It features the innovative RailToolz Environment which includes tools such as RailMold, RailBend, RailRout, and RailScale to name a few, which allow you to bend, bevel, stretch, and scale data based on curve profiles. For more information, you can contact One and Only Media by writing P.O. Box 218, Vauxhall, NJ 07088-0218. You can also call One and Only Media at 908-

964-4546. MacroForm sells for a list price of 225 U.S. dollars plus shipping and handling.

GeoMorph

Chaocity announced the release of their new and first product, GeoMorph. GeoMorph is a landscape morphing program which works with VistaPro and MakePath to create surrealistic fly-by animations. GeoMorph allows you to morph from one landscape to another as well as change the colors, trees, lakes, rivers and clouds. GeoMorph requires VistaPro 3.0 and a system with a hard disk. An accelerated Amiga is highly recommended. 4 MB of memory is a

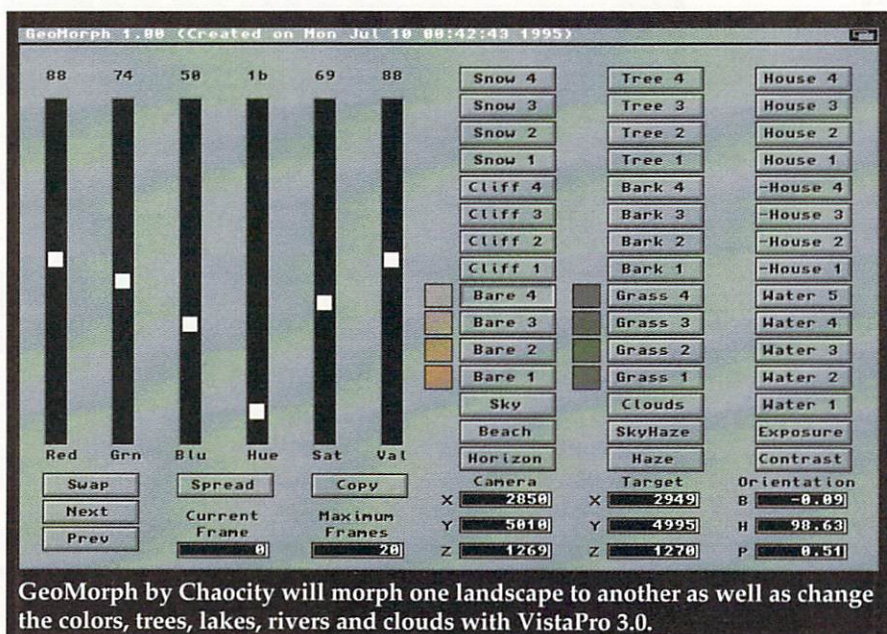
minimum for using Small landscapes, 6 MB for Large and 20 MB or more for Huge landscapes. AmigaDOS 2.04 or later is required. GeoMorph carries a suggested retail price of \$69.95.

Two New Products from Optonica Ltd.

Optonica continued to demonstrate their support of the Amiga with the launch of two new applications, M.M. Experience and InfoNexus 2. Optonica also announced a price drop on Simpatica and INSIGHT:Technology.

M.M. Experience and M.M. Experience Pro

M.M. Experience will be available on September 1st 1995. It is arriving in two versions, one for the home user and the other for the professional multimedia developer. M.M. Experience has a SRP of £39.95. It allows you to quickly and easily combine your own graphics, animations, music modules, text, sound samples and even CDXL video into professional looking stand-alone presentations or productions. You can create menus,



The press releases and news announcements in New Products are from Amiga Vendors and others. While Amazing Computing maintains the right to edit these articles, the statements, etc. made in these reports are those of the vendors and not Amazing Computing.

slide shows, program launches and much more from hard drive or floppy disk. M.M.E. is supplied with a free distribution player so that productions can be circulated among friends, family, and Amigaphiles.

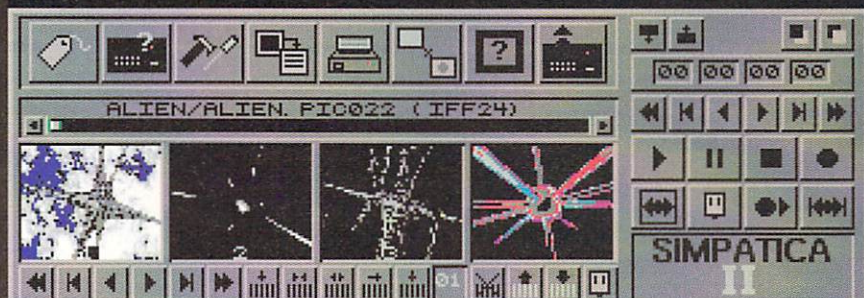
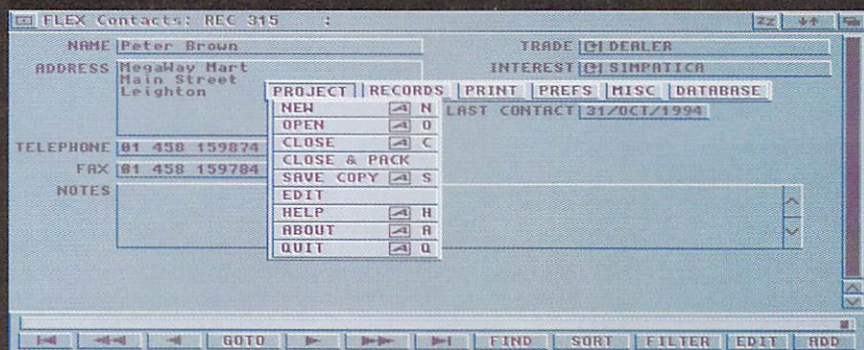
M.M. Experience Pro is especially suited to the professional developer to produce CD-ROM based projects, point of information and point of sale projects and Interactive TV interface systems. It has all the facilities of the standard version but includes advanced functions such as animated menus, optimization for CD, project management functions, CD32 controller support, ISO prep and ISO build functions, project chaining, CDDA & MPEG support, hypertext linker plus much more. M.M.E. Pro carries an SRP of £249.95.

InfoNEXUS 2

Also new from Optonica is a file management system which has been upgraded to include some as yet unseen new functions such as drag and drop file copying, iconic representation of files, and visual image catalog. It also includes the previously separate product DataNEXUS which is a fully featured flat file database with built in multimedia support for images, samples, music files and CDXL video. This entire package has an SRP of £29.95.

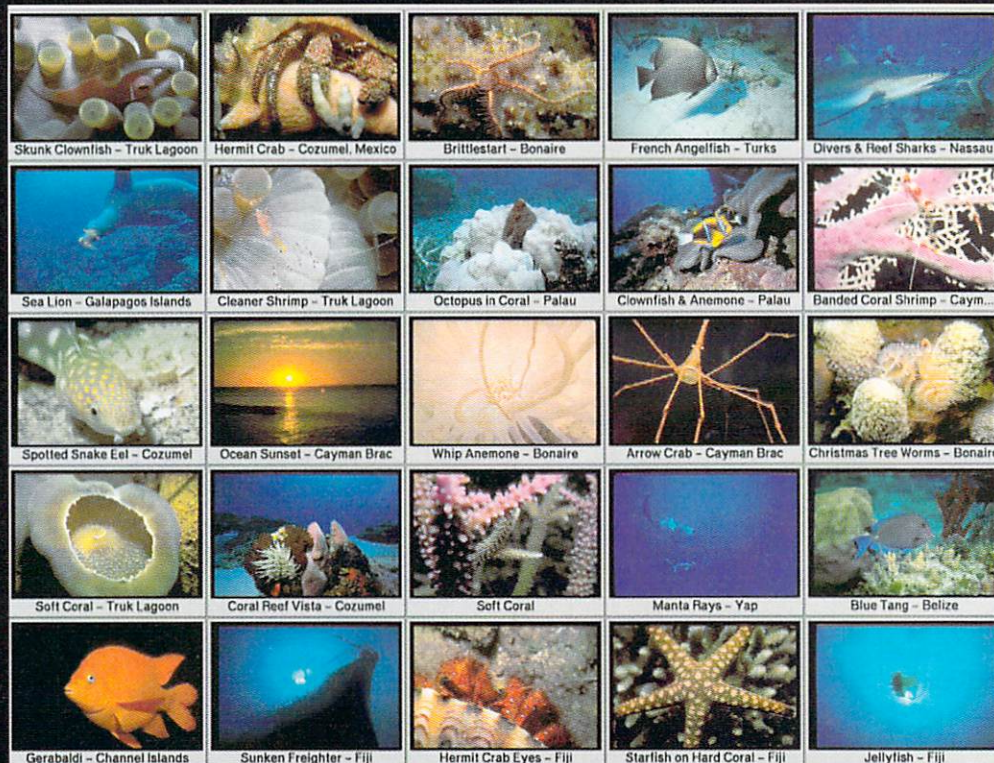
INSIGHT:Technology Price Drop

To bring Insight Technology in line with INSIGHT:Dinosaurs, this multimedia CD has been reduced from £39.95 to £19.95. INSIGHT:Technology explores hundreds of subjects from the ball point pen to the space shuttle, explaining how things work using animation, video, voice-overs, pictures, sound effects and text.



Optonica Ltd

Optonica continues their Amiga support with two new applications and price reductions. From Top to Bottom: DataNexus, a flat file database, is now included in InfoNEXUS 2, a newly improved file management system: M.M. Experience and M.M. Experience Pro are tools for the hobbyist or professional multimedia developer: Simpatica 2 + VTL (now at a lower price) controls professional video decks to put your animations onto video tape. INSIGHT:Technology (above right) has been reduced to more closely match INSIGHT:Dinosaurs.



FantaSeas from Amiga Library Services is a CD of almost 300 high quality underwater photographs (in five different resolutions each) by scuba divers and U/W photography instructors.

Simpatica 2 + VTL Price Drop

Reduced in price from £350 to £199.95, Simpatica 2 + VTL from Optonica Ltd. allows rendering of 24-bit and Amiga graphics to video tape. Using the supplied hardware to control professional video decks, this package achieves results at a fraction of the cost of other systems. Full 25 frames per second playback is now available.

Optonica Ltd., 1 The Terrace, High Street, Lutterworth, Leics, England LE17 4BA, Tel 44-1455-558282, Fax 44-1455-559386.

FantaSeas

Amiga Library Services has announced their latest release, "FantaSeas." This product is a portfolio CD consisting of almost 300 high quality underwater photographs. Reef shots with brilliantly colored fish, macro shots of anemones, and World War II wrecks are a few of the scenes on this CD. This CD has been developed and

produced by scuba divers and U/W photography instructors. Each photograph is represented in five different resolutions. There is also portfolio photoCD software for the Mac and PC user. To find out more about "FantaSeas," you can contact Amiga Library Services at 610 N. Alma School Rd. Ste. 18, Chandler, AZ 85224. You can also call (602)491-0442 or 1-800-804-0833. The suggested retail price for "FantaSeas" is \$49.95.

ProPics on CD

Legendary Design Technologies proudly announced the shipping of their latest product, ProPics on CD. ProPics is a six (6) volume series of photographs, in 24-bit color digital format that is perfect for use in video and desktop publishing work. "When we released ProPics on floppy last year, everyone liked the quality of the photographs but wanted the benefits of CD-ROM, so here it is!" stated Syd

Bolton, President of Legendary Design Technologies. All pictures are stored in IFF, BMP, TIFF, JPEG, and Video Toaster Framestore format. A thumbnail directory is also included so that the user can look at all of the pictures quickly, and there is a color insert inside the CD that shows a miniature of all pictures. There are picture viewer and image processing programs included for both Amiga and PC owners. You can learn more by contacting Legendary Design Technologies Inc., 25 Fronteac Avenue, Brantford, Ontario, CANADA N3R 3B7. Telephone (519) 753-6120. Fax: (519) 753-5052. Internet: legend@io.org. In the United States, you may write to: Legendary Design Technologies Inc., P.O. Box 1147, Lewiston, NY 14092-8147. ProPics on CD boasts a suggested retail price of \$49.95 U.S. (\$59.95 Canadian) for all 120 pictures.



ProPics on CD is a Legendary Design Technologies compilation of their six volume series of photographs in 24-bit color IFF, BMP, TIFF, JPEG, and Video Toaster Framestore formats.

Tower Power for A1200

CeV Design has announced the release of the XPander Chassis Model 4B which will expand your A1200 with 5 Zorro III slots, 2 Zorro II slots, power, and drive bays. There is an additional keyboard interface for an external keyboard.

The XPander VSlot connects to RGB/Parallel ports and displays video on an external card with a special adapter. All cases are built to order, and you should allow 2-6 weeks for delivery. The VSlot only with adapter is \$99.95, and the VSlot power case with four bays is \$209. CeV Design can be reached at 11 Spring Street, Reading, MA 01867. They can also be telephoned at 617-942-0209.

New Horizons gets new owners.

Quasar Distribution, an Australian software and distribution company, announced its purchase of Quarterback and Quarterback Tools Deluxe. These packages were purchased for an

undisclosed sum and with an exclusive North American distribution agreement with Wonder Computers, Inc. of Ottawa Canada. Also, Wonder Computers, Inc. announced their successful bid for the second lot of assets of New Horizons software. Packages in this second lot included Quarterback, Quarterback Tools Deluxe, Quick Write, Design Works, Flow, Mac-2-DOS, DOS-2-DOS, Disk-2-Disk, ProFonts, Word Maker, and the New Horizons name. Wonder Computers, Inc. can be reached at (613)596-2542.

TERMITE 1.10

Oregon Research has announced a major upgrade to Termite, a modern Telecommunications package for the Amiga. Some new features in version 1.10 include a built-in ZMODEM protocol hand-optimized in assembly language for speed, improved internal emulation, jump scrolling, a multitasking review buffer, an

enhanced chat window, predefined palettes, and new ARexx macro capabilities. Among other features. Termite works on all Amiga systems with 1 Mb or more of memory and WorkBench 2.0 or higher. For more information or a copy of detailed product literature contact: Oregon Research, 16200 S.W. Pacific Hwy., Suite 162, Tigard, OR 97224. Phone: (503) 620-4919. Fax: (503) 624-2940. On the internet, contact orres@teleport.com. Termite 1.10 retails for \$49.95 and is available now.

New Product? Industry Announcement?

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Fun with Fiber Factory

by R. Shamms Mortier

I have a seditious thought that first appeared when the Amiga was introduced, and it hasn't disappeared since. It concerns both the lack of Amiga "business" software as well as the success of such Amiga based software as all of the graphics and animation packages. The thought is simply this... Amiga users (no matter how they tout their "professional" applications) just want to have fun.

Playing with virtual reality software is fun, and all 3D art and

experienced with this late twentieth century anomaly called computer graphics knows, without fun the frustration and anxiety take over quickly and the end of a career is in sight. So fun (called the "pursuit of happiness" in the U.S. constitution) is a necessary ingredient of all serious work, and it is a downright absolute necessity when engaging in the long and sometimes tediously threatening creative sessions that come as a given in computer graphics work.

general principles: their shape, movements, visual textures, kinematic movements (how they do or don't respond to the same laws we are chained to in the universe as they travel on animated paths), and their tactility.

Tactility? How can an object in digital 3D space give us a sense of tactility or "touchableness"? Well in some sense their visual texture maps do that when we recognize the "material" an object seems to be made of. A wooden object, which by that I mean one wrapped with a supposedly wooden texture, reminds us of all of the times that we have seen and then reached out to feel "wood". Our memory of those events is triggered, and we give the object a suitable personality referenced by our memory of wood. This is a tactility, touch response, based purely on associative memory.

To up the stakes a bit, we may apply a colored bump map of the same texture. If there are enough light/dark variations in the striations of the wood, the bump map will even allow shadows to play across the surface as if it had uneven thicknesses. Barn board for instance is a personality of wood that depends much on its uneven and random depths as well as it does on the visual appreciation that we are looking at wood.

Other materials however, like grassy textures, stones, and other

Fiber Factory is one of those rare pieces of software that quickly becomes an essential part of your creative options while at the same time being ridiculously easy to use.

animation software is really virtual reality based. When you dip your mind into a digital 3D environment, you are messing around in a virtual reality world, and most likely (at least it's my sincere hope) you are also having fun. Very few Amiga artists and animators want to admit they are having fun. They are afraid that their clients (if they are professionals) will severely reprimand them (pay them less for the work they do) if the word "fun" is even hinted at. But everyone

More Fun than a Barrel of Digital Monkeys

There is something mesmerizing about working in a pseudo-3D world on a computer like the Amiga. Providing you have great software and the necessary RAM to have your creations rendered in less than a day so that you can appreciate your efforts, you begin to feel like a god of a universe yet unexplored. 3D objects start to take on personalities. These personalities are based upon four



What more natural display of hair is there than a modeled Teddy Bear?

"lumpy" tactilities require more than a bump map to give the impression that they are carrying their personalities in an honest fashion. When it comes time for a computer artist to model these surfaces it can either be a thorough headache (non-fun), a great challenge (sort of fun, depending how old you are and when the "deadline" is), or gobs of fun (as when you are a LightWave artist-animator who also owns Metro-Grafx Fiber Factory).

Joyous Factory Work in the New World Order

Fiber Factory is one of those rare pieces of software that quickly becomes an essential part of your creative options while at the same time being ridiculously easy to use (a seasoned adult animators idea of "fun"). What it does is easy to describe: It gives 3D objects in virtual reality space appreciable surface lumpiness so that the believability factor, when appreciating 3D LightWave renderings, is immeasurably enhanced (depending upon the surface of course).

A Guided Tour

What Fiber Factory does is to replace the polygons of any selected object with a series of "hairs" or user defined single or multiple point polygons that are grouped around the original polygon's "normal". A normal is a line that is perpendicular to the

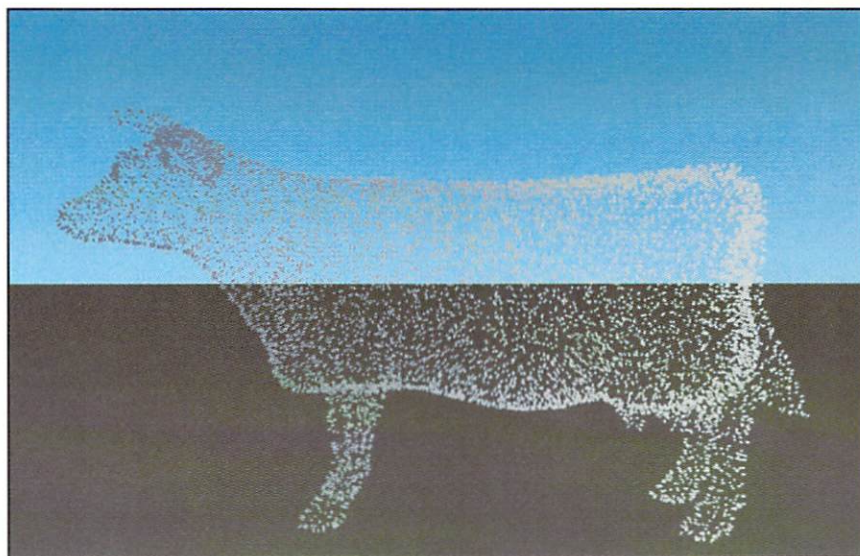


Figure 1. Ain't no cow here bud, just us particles of fuzz. Here's what a Fiber Factory map looks like without the reference object.

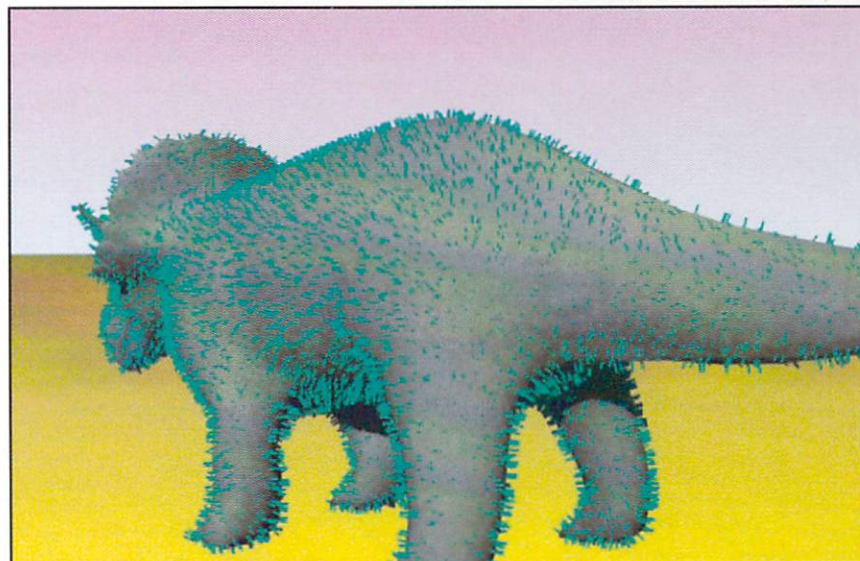
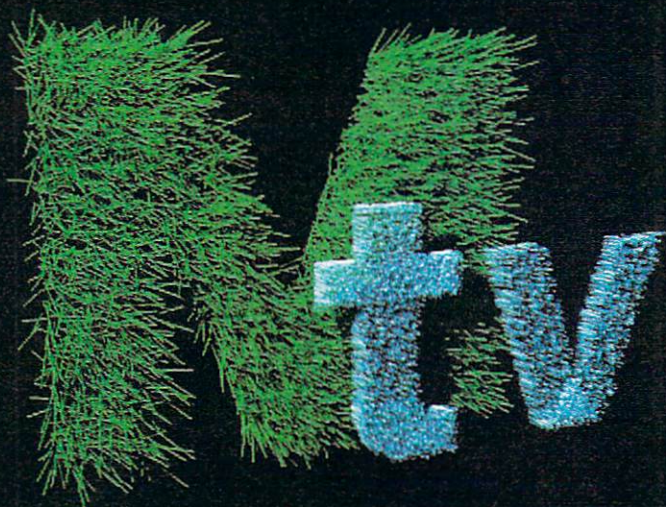


Figure 2. Grandma always said to be careful of any rhino with green fur.



A new area for exploration... hairy logos!

What Fiber Factory does is to replace the polygons of any selected object with a series of "hairs" or user defined single or multiple point polygons that are grouped around the original polygon's "normal".

polygon's centerpoint, so that as the normals vary according to the polygon's position in space, so any additional polygons are created in reference to the normals, so too will they vary in direction. This is very important to understand, because it is at the root (no pun intended) of what makes Fiber Factory's "hairs" look and act so organic to the object.

Once you use Fiber Factory to grow the hairy elements on a polygonal object, the hairy object is saved out as a separate object file. You have to marry the hairy object to the original in order to appreciate the newly created lumpy 3D surface. This is done in LightWave by parenting the hairy object to the original one so that they can be manipulated in unison (other-

wise, you'll be in the embarrassing situation of having the bear move without its fur!). Speaking of bears, I think that the original idea for this utility either came about or was at least influenced by the Coke commercial that uses the computer generated polar bears (if you haven't seen it, you should search it out).

The Fiber factory interface tells the tale straightforwardly. Load/Make/Save advises you to load a 3D object from storage, "Make" does the job of hairy translation, and Save prompts you to save the results. I created a separate drawer in my LightWave/3D/Objects drawer called "hairy" where I stored all of my Fibrous creations.

Other input areas are just as simple to understand: Quantity stands for the number of hairs, length is the size in meters, and Segments sets the sub-divisions on each fiber. Following this is a group of input areas that are somewhat less intuitive to understand, until you read the documentation once.

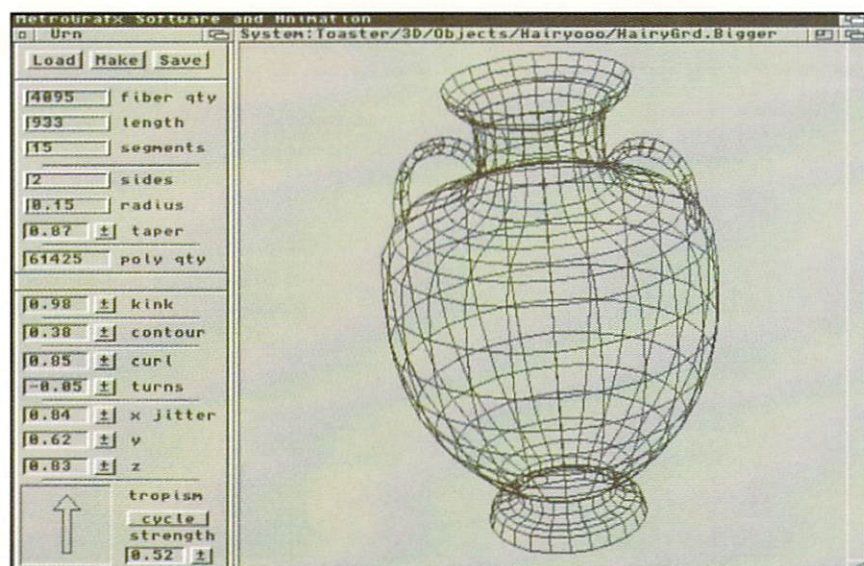


Figure 3. The Fiber Factory interface is a snap to master.

With Fiber Factory and LightWave, you can grow realistic hair on any model.



"Sides" is set to one by default, and tells the system to create two-point polygons. These cannot have specularity or cast shadows, so it is best to set this number higher. Any number of sides larger than one can have a set "Radius" (meters) and a "Taper" percentage.

Following that there is an indicator that you cannot control because it's meant to give you feedback on the total number of polys being created. Aim for less than 65,000 for LightWave's sake.

All of the fibers can than be Kinked, Contoured, Curled, and Jittered for unique results. The last control effects the fibers reaction to "Tropism", external physics forces such as light or gravity. The percentage of tropism can be set as well as its direction. Selected arrows set the direction the fibers will tend to be "pulled" in.

And then... and then...

Well, that's about it. The rest is exploration and giggling, not to mention creating some strange hairy beasts. I'll let the accompanying figures sing for themselves.

Fiber Factory
MSLP: \$129.00
MetroGrafx
625 Newton Drive
Lake Orion, MI 48362
(810) 693-5134

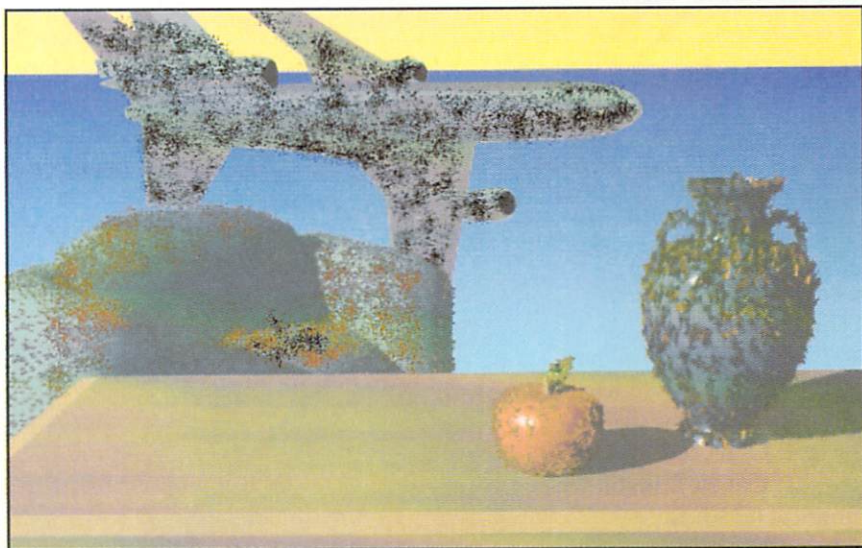


Figure 4. A fuzzy DC-10 flies over a table that holds a hairy apple and a moldy urn, while I sit back in my soft furry chair and contemplate the wonders of Fiber Factory.

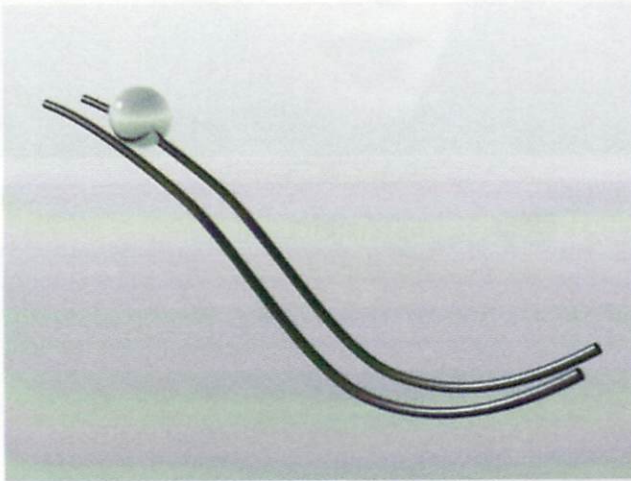


Hair on a smiley face almost makes the image likeable.

Impact! 1.0

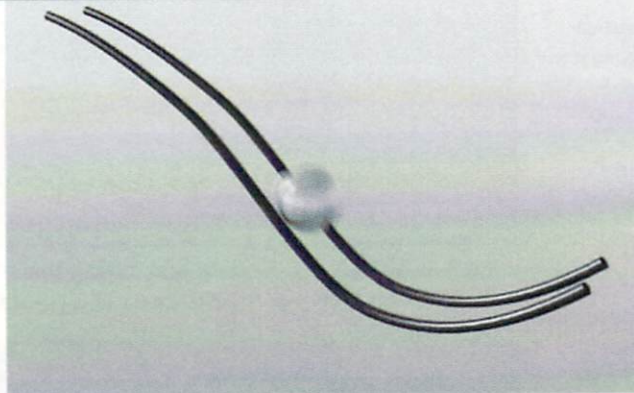
Finally... a real LightWave Physics Engine

by R. Shamms Mortier



Material objects in the so called "real" world have subtle personalities shaped by their forms, textures, and the way that they respond to physical forces. These interactions are governed by the steely laws of physics, so that the inertia and response of an iron ball is observed and appreciated as qualitatively different from that of a rubber ball, and each of these objects is again different from the way an object made of water acts and reacts.

As far as emulating an object's texture and path motion is concerned, it has become commonplace to perform digital magic and make our 3D models identifiable, even adding variable acceleration components to the movements. However, when it comes to those object attributes that obey the finer laws of physics, the animator's job becomes geometrically complicated, and sometimes near impossible. For this reason, many of



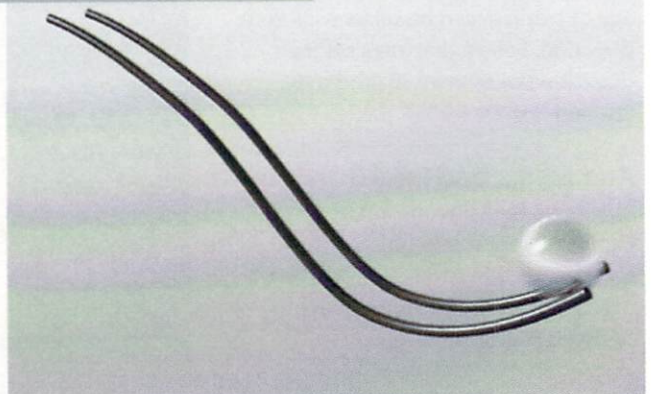
the high end animation packages are beginning to incorporate their own "physics engines", collections of complex algorithms, so that attributes like density and gravity can be applied to objects just as easily as you might apply a texture.

An unmentioned company tried to market just such an engine for

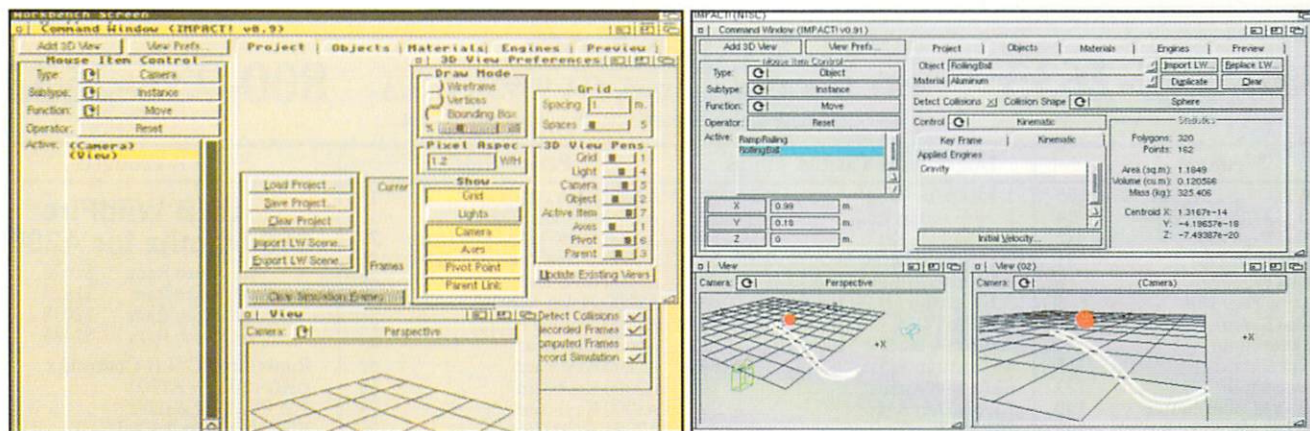
multiple software packages about two years ago. The result was a product that never reached the marketplace and a company that was brought to legal task for taking users' money without giving them a product. The original developer folded shop midway during the process, promising to release a much hyped product called "Newton's Law", an event that has yet to materialize.

The developer in charge of what is now Dynamic Realities was actually a central creative force behind that original attempt, and so took over the project and brought it to completion as what is now a tangible product:

"Impact!" There is one other competing package in existence, "Dynamic Motion Module" from Positron Publishing. I have no hands-on experience with Dynamic Motion, but from the advertising blurbs it seems that Impact is far more full-featured. 3D animation physics engines are extremely computation



intensive and complex, years of development time is really not excessive.



Impact's interface should look and feel quite comfortable to LightWave users.

LightWave scenes that are imported into Impact become qualitatively different from the scenes imported into LightWave itself. Impact adds a whole list of attributes to the objects in a scene that LightWave does not/cannot address, so rendering an Impact LightWave scene has to be engendered from Impact.

The Impact manipulated scene will behave very differently from the same scene with the same objects as rendered in LightWave. This is because specific physics attributes are applied to targeted Impact objects in a scene.

A standard procedure for Impact users is to design a scene with the required objects and gross motion paths in LightWave, import the scene into Impact, and export it back into LightWave for rendering. An alternate method of using Impact is to replace the default objects in an Impact simulation with LightWave 3D objects from your LightWave library, run and fine tune the simulation, and save the scene back to the LightWave format for preview and rendering.

The Interface

There was a time when NewTek refused to allow any utility to sport a LightWave-like interface, but that attitude has seemingly long since evaporated. Impact, like the other utility programs that address LightWave, has the familiar LightWave look and feel. There are some differences in the way that the text based commands are laid out on the screen, Impact users should feel they are in familiar territory. In Impact, the difference is in the application of the physics engines, and this is wide enough to require some attentive study.

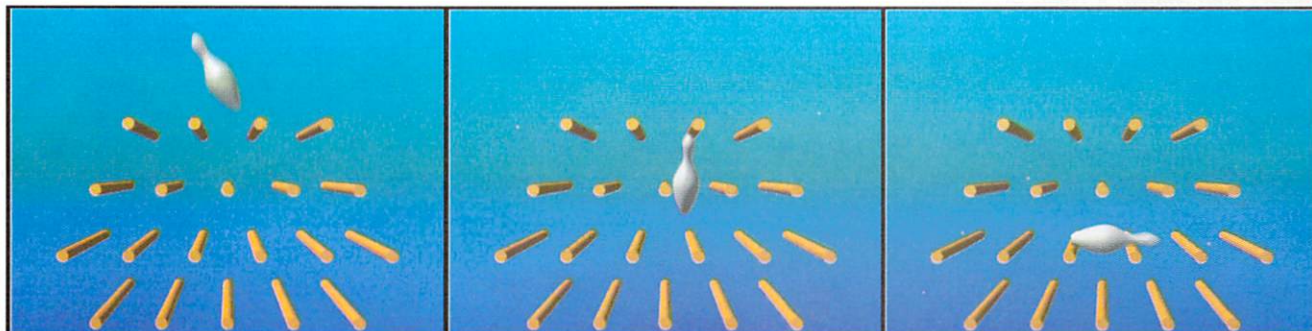
There is a \$20.00 fee request included with the software in order to purchase the incorporated "MUI" interface tool. MUI (pronounced "Mooney") is a necessary part of Impact, but the included version will not save any interface changes you make in order to personalize Impact for the next time you run it. I'd rather pay the \$20.00 up front in the purchase price and have everything in place at the start.

Manipulating Objects in Impact

Similar to LightWave itself, all of the elements in a scene can be manipulated in Impact within the real-time interactive 3D environment. The camera can be zoomed in and out, rotated, and moved, while lights and objects can be moved, resized, stretched and rotated.

Impact allows an unlimited number of 3D viewing windows. Each view window can have its own camera, so that adjustments and object interactions can be appreciated from as many different angles and positions as necessary, so you can choose the one right for the job after previewing the results of a physics engine application.

A special 3D View Preferences requester allows control of the view window's wireframe colors for objects, ground grid, lights, camera, active (selected) items, axis markers, pivot points, and any "parent" object in grouped object hierarchy chains. The spacing of the ground grid can be altered, and the visibility or invisibility of any of the scene's elements can be toggled on or off. These are Impact



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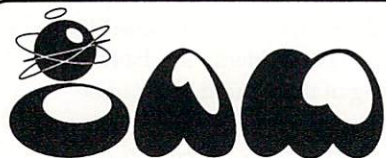


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controls that LightWave itself offers less readily.

The pixel aspect ratio of the scene can be altered, with the default set at 1.2 (width to height). If wireframe is chosen as the drawing method, there is an additional control that allows you



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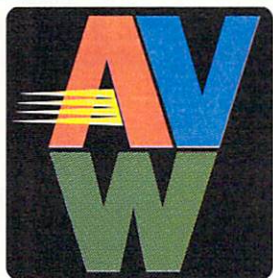
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to adjust the percentage of polygons drawn in an object, from zero to one-hundred percent. Complex objects show only fifty percent of their polys, which causes them to redraw more than twice as quickly. A very complex scene can appear far less cluttered as a result. This is very handy when previewing the wireframe animation where object detail is not needed in order to appreciate and preview 3D movements.

There are twenty-eight sample project simulations in Impact and, by loading them in and tweaking the tools, your learning curve is made much more gentle. Activating the "Simulate" button renders the wireframe animations based upon all of the selected physics engines involved. This allows you to preview all of the possible effects. If you like any one of these preset simulations, you might want to replace the simple default objects with a 3D object from your own LightWave library.

I loaded in a default simulation called "When Spheres Collide1", and then replaced one of the two default objects (a sphere) with a toy soldier object. Sure enough, when I ported the simulation over to LightWave as a scene file, the ball careened over the head of the toy soldier taking aim at his poor body, but just before it touched him, the soldier bounded off screen at a reactive angle as if was moved by a gravitational force resident in the approaching ball (which was as planned).

I explored the same process with several of the other simulations in the Impact library. Each step of the simulation comes in as a LightWave keyframe. Once in LightWave, any keyframe can be altered to fine-tune the assigned Impact effects. If you design your own favorite Impact interactions with the resident physics engines, it would be quite simple to use them as formats for any desired 3D objects. I intend to use this method to



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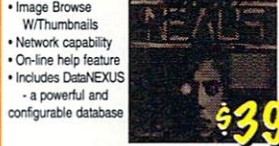
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create a library of simulations that I can plug 3D logos into as needed, which should be a real time saver.

Impact's Physics Engines

With these few engines included in the 1.0 release (Force Field, Gravity, Law of Gravity, Springy Thingy, Thruster, and Torque Motion) and the capability to alter all of each engine's mathematical parameters, a near infinite number of kinematic (meaning an object's assigned physical attributes) animations can be created and saved to LightWave.

The physics of an object is also related to the material it is made of, and Impact includes a library of material presets that can be assigned to any object. These are not mere texture maps, but true "physics maps". Remember that unlike the "real" world, the laws of physics can be altered to suit your purposes when applying an Impact physics engine, resulting in bizarre animations as well as expected Earth based reality.

Conclusions

Impact works and it is on the market, and that is the necessary bottom line. Its physics engines can be applied to any LightWave 3D models in a scene. You have to preview the results frequently in order to achieve results that are suitable for your projects due to the complexity and variability of the potential interactions.

Another twenty or so sample simulations would help smooth the learning curve. Additional and esoteric engines (which I understand are already on the way) will definitely add creative options. There is probably a market here for a separate disk or two of expanded simulations. I would prefer an even more icon based visual interface, though, with some study, the present one can be mastered. This software is worthy of your investment if LightWave is where you live.

Minimum requirements:

LightWave 3.5 or above (Amiga or Windows). 2 MB of RAM (plus the RAM needed to run LightWave if they are to be run at the same time), and a large hard drive to store animation frames. I tested Impact on an Amiga 4000 68040 with 32 MB of RAM and a 1 gigabyte hard drive and LightWave 3.5. The Windows version will require LightWave for Windows, an 0486 machine or better, 2 more megs of RAM than it takes for LightWave, and a large hard drive.

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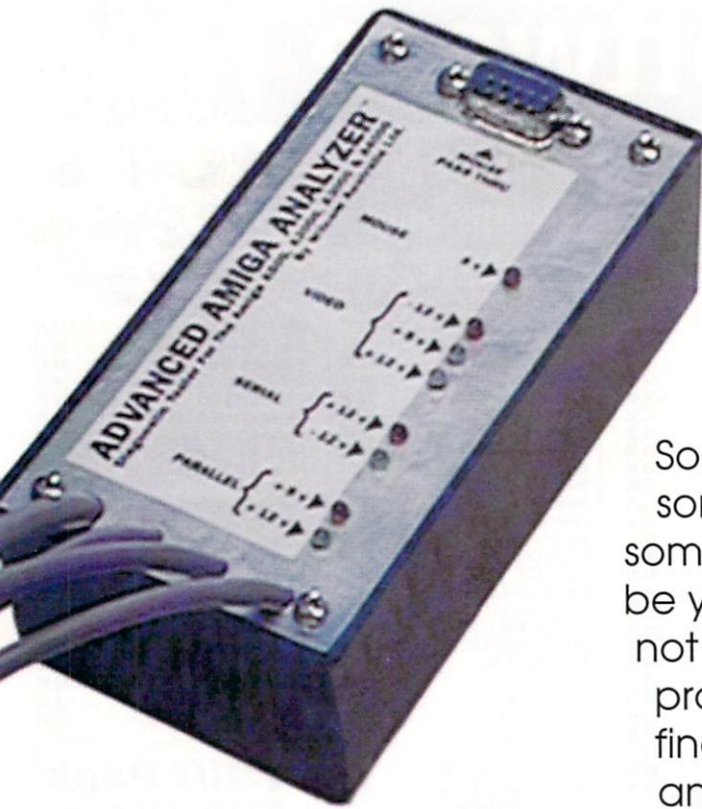
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Advanced Amiga Analyzer

by Ernest Viveiros



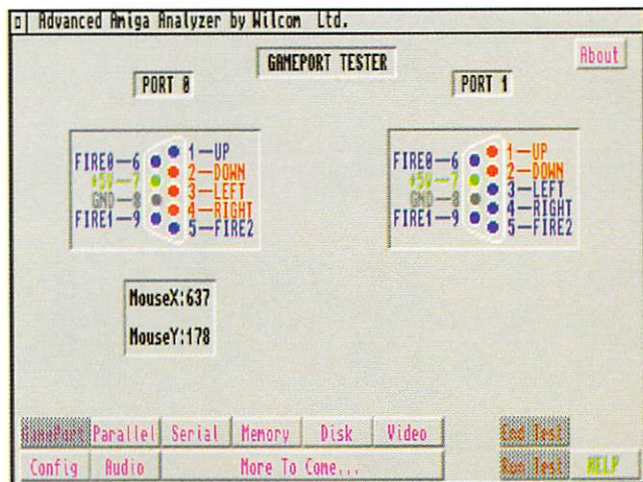
Sooner or later it is going to happen, something is going to go wrong with some part of your Amiga system. It may be your printer not working, your mouse not functioning properly or some other problem. You will now be faced with finding the cause of the malfunction and this may or may not be an easy task. Where do you start?

Advanced Amiga Analyzer

The Advanced Amiga Analyzer from Paxtron Corporation is a combination hardware and software diagnostic utility compatible with the entire Amiga product line. It is designed to identify specific I/O problems and aid the user in tracking a problem to its source by suggesting possible component failures.

The analyzer hardware consists of a box with 8 L.E.D.s which indicate the voltages which should be present on the tested I/O ports. Connected to the analyzer are a mouse pass-through connector for evaluating mouse operation and four cables with attached dongles, one each for the following functions: mouse/joy stick, serial, parallel, and video operations. All of the dongles must be plugged in for the software to run properly. **Please, turn the computer off before attaching the analyzer.**





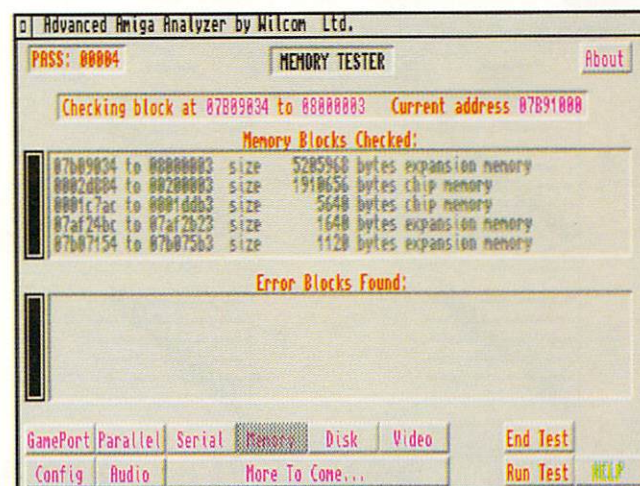
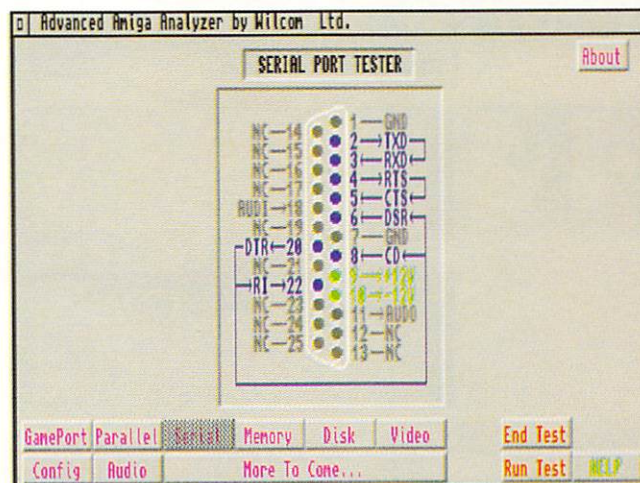
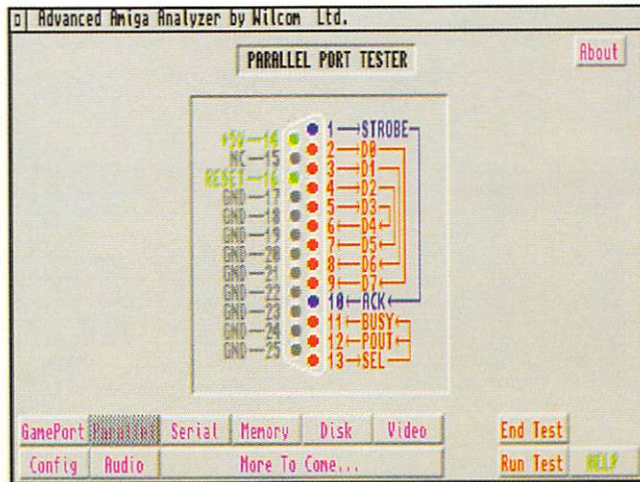
The first indication of operation provided by the analyzer are the L.E.D.s on the top of the analyzer. With the computer power turned on, all the L.E.D.s should be on. This indicates the ports have the required voltages present. Note: the analyzer does not measure the voltage but rather indicates its existence. If any L.E.D. is out, either the dongle is not plugged in or there is a problem with that port and the problem must be tracked down. All other testing performed by the analyzer is performed under software control.

All tests with the Advanced Amiga Analyzer are performed using a standard graphic interface screen. At the bottom of the screen there is a row of buttons for each of the specific tests performed as well as Run Test and End Test buttons. The Run Test and End Test buttons are great for over-night testing which is useful in detecting intermittent problems that are generally heat related. There is also a help button available which provides information on the test being performed.

During any port test, an animated diagram of the port being tested is displayed and indicates its proper function or active and inactive states. If any malfunction is detected, the software will indicate the failure in most instances and present a list of probable causes. In addition, clicking on any of the pins in the diagram will give specific information on that pin's function and circuitry connections.

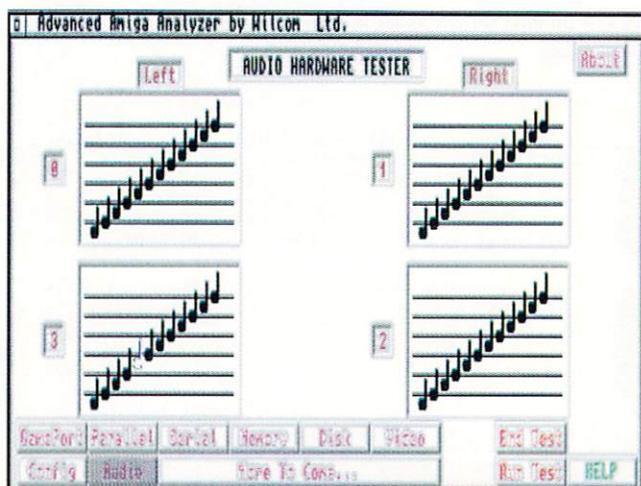
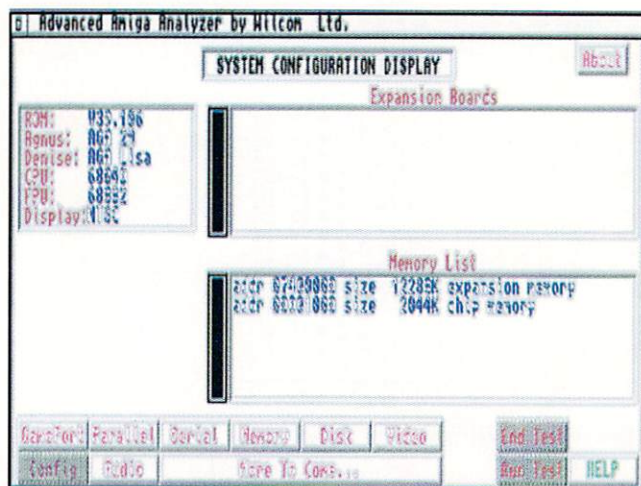
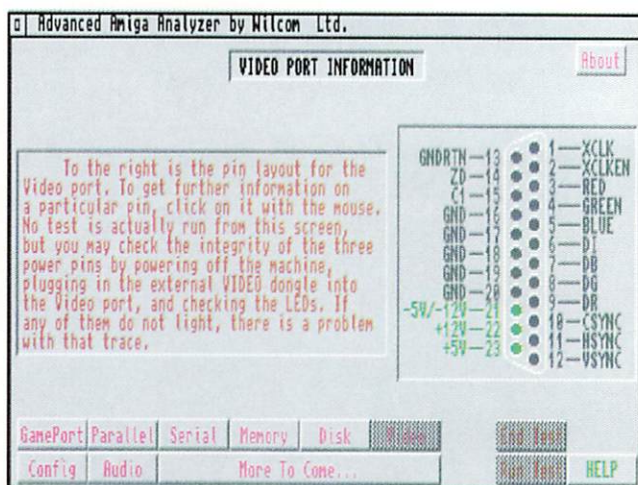
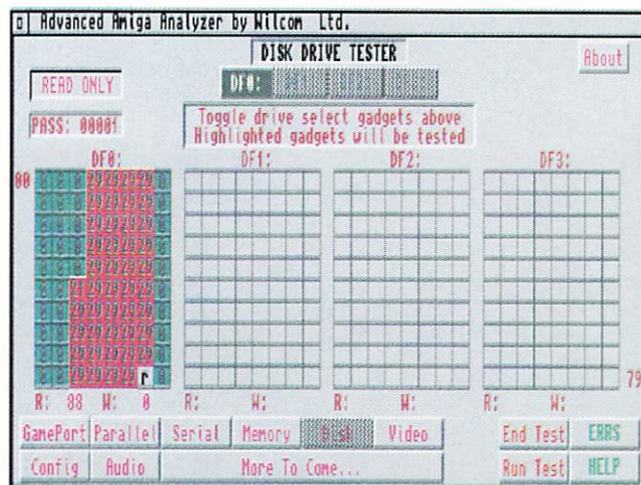
All of the testing performed by the analyzer is functional except for the video test which only indicates voltages present on the port. While you can get information on any pin on the video port, no software testing is actually being done.

Additionally, the Advanced Amiga Analyzer's software has provisions for memory I/O, floppy disk drive read/write and audio tests. There is also a Configuration Screen which provides some information on the ROM and custom chip revision installed in the system being tested.



Screen Sense:

The game port test (top left) displays mouse position as well as pin usage. The parallel screen (top right) and the serial screen (middle) show pin usage and test for possible failures. The memory tester (bottom) also displays the configuration of the system's RAM.



Information Please:

The floppy drive tester (top left) offers a sector by sector test. The video segment (top right) explains the use of each of the pins. The configuration screen (middle) examines the system. The audio screen (bottom) plays a scale on four channels.

Conclusions

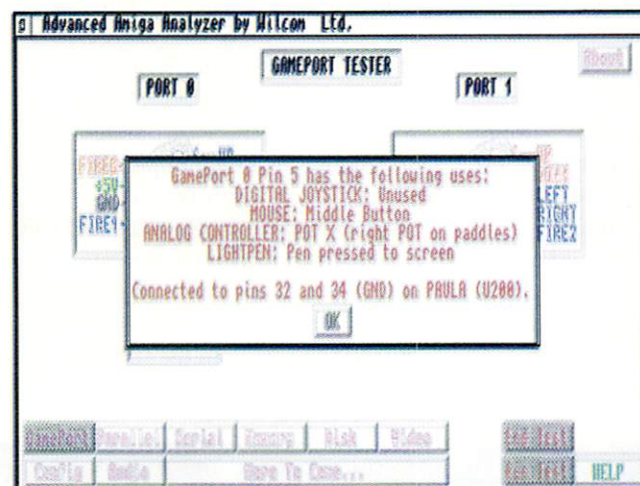
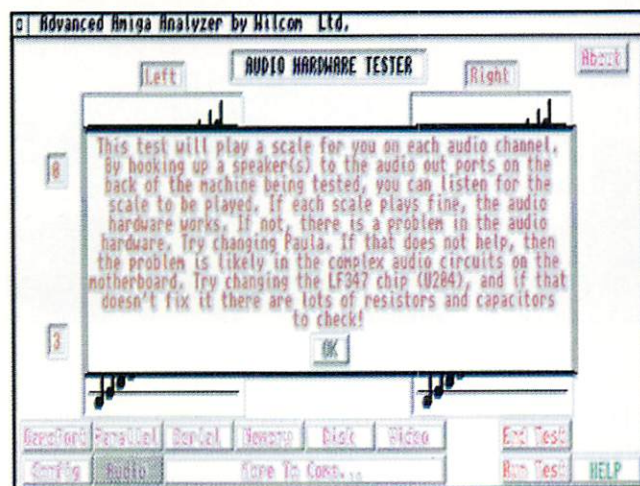
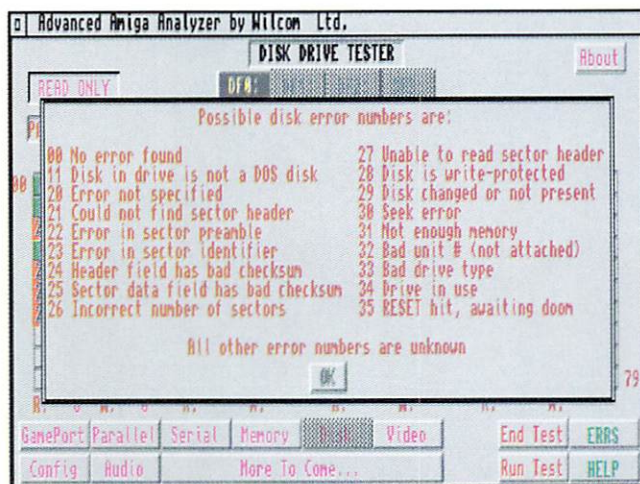
Is the Advanced Amiga Analyzer a useful tool? The answer depends largely on the type of person you are. The analyzer is not going to specifically pin down any component failure. It can't do that. You still need to trouble shoot the problem yourself. This will require additional equipment, schematics, etc. and more specifically a knowledge of electronics. Additionally, all of the trouble shooting information provided by the analyzer is based on an A2000 schematic and, although similar, there are many differences in component layout and types between the different Amiga models.

I must admit there is no solution to this latter problem though. Since, no analyzer is capable of determining total system information, revision, etc., there are too many variables involved. The Advanced Amiga Analyzer, simply put, provides a starting point from which to begin.

Are there any problems with the Advanced Amiga Analyzer? Not many. The hardware and software work exactly as stated in the manual. Everything is straight forward and simple. You are even supplied with a trouble shooting chart for the A500 and A2000 which covers some failures not handled by the analyzer and software combination.

The cables could be a little longer, but I must admit they are adequate. The connectors should be labeled, in particular the parallel dongle, which could be inadvertently plugged into the SCSI port on an A3000. I would also like to see the analyzer wiring manufactured on a printed wiring board instead of just being soldered and hot melted into place inside the analyzer box. This would provide a more reliable unit.

Going back to my first question, is the Advanced Amiga Analyzer a useful tool? Is it worth its price? The Advanced Amiga Analyzer, though somewhat limited in its test capabilities, is worth every penny. In particular, I like the mouse point and click information provided to the trouble shooter. It saves time.



Special Screens:

One of the best features of The Advanced Amiga Analyzer is the information and help screens available. Floppy disk drive error numbers are only a screen away (top), while the audio screen offers on-line instructions (middle). Some screens on pin use (bottom) are available by selecting the pin on the screen.

Silent Paw Productions

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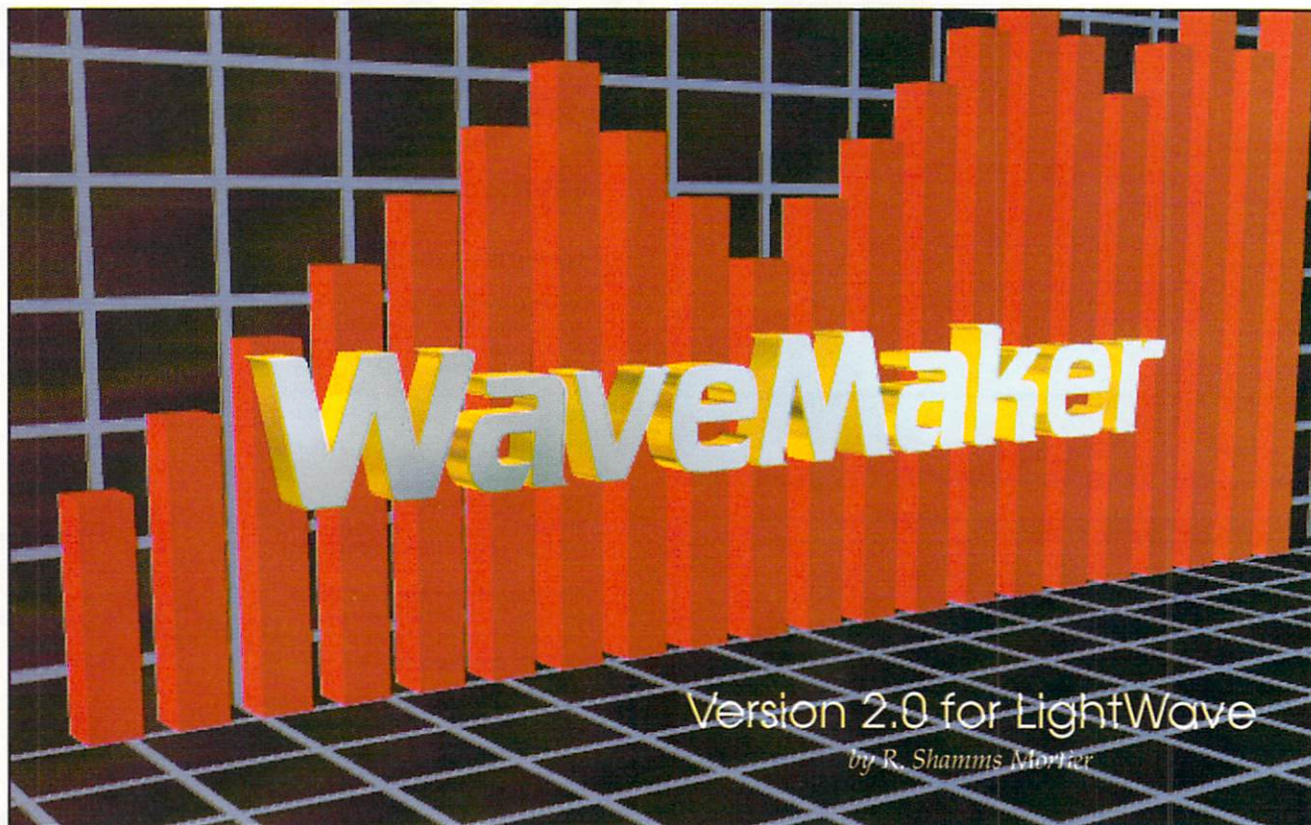
Circle 115 on Reader Service card.

I also give a thumbs up to its ease of use and standard graphic interface. The software has gone through several revisions and continued support and improvements are promised from the developer.

Not the hardware type? Well I can't do anything about that, but, you may just want to use the Advanced Amiga Analyzer on your Amiga system anyway, just to make sure everything is working right and set your mind at ease. And if something is wrong? Let someone else do the work.

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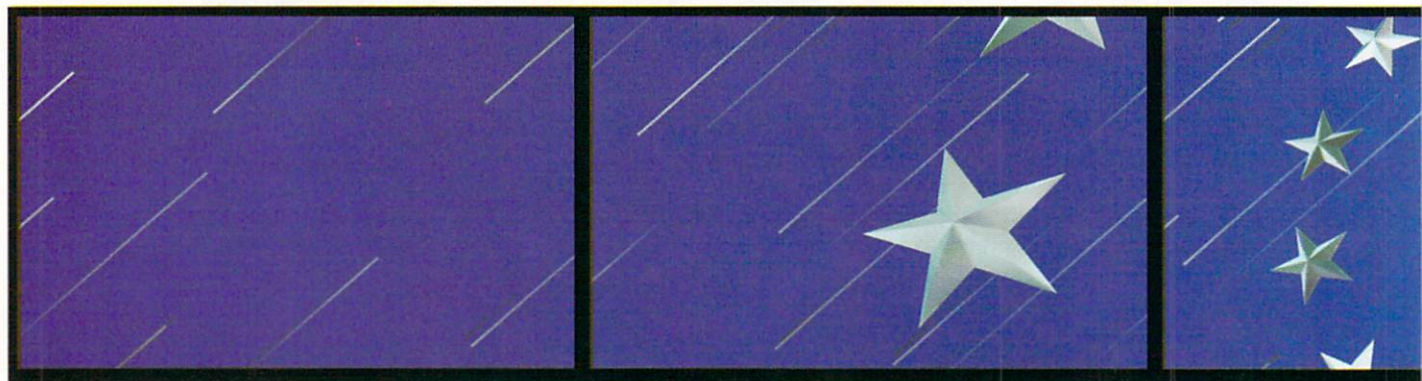


Standard logo animations (including the freeze frame at the end) appear on screen for no more than an average of five to eight seconds in the professional broadcast arena. Flying logos, no matter what fancy graphics or video they are accompanied by, can spin to the screen in only a limited number of ways irrevocably constrained by the three spacial dimensions (the XYZ axis) that we perceive as normative 3D space. The backgrounds can vary and the logo may go through a myriad of contortions on its way to or from a resting place, but the

actual movements in 3D are confined to the XYZ axis of rotation.

Since animating logos is a repetitive and standardized task in a computer animator's life, sets of prefab choreographies that can script a targeted logo element or "actor" are in high demand. A way of incorporating and even altering these prefab choreographies may be just the tool an Amiga animator needs in order to meet crunching deadlines and leave the studio before midnight. If you find this to be the case, you will definitely want to investigate WaveMaker.

WaveMaker's prefab choreographies are displayed on the videotape included with the software. There are sixteen examples listed in WaveMaker 2.0: Universe, Bony's Playhouse, Wacky, News Update, Sporty, WaveMaker Cinema, Boxy but Good, Warp Drive, Patriot, Corporate, Pretentious, Station Bumper, The Usual, Bizarre, High Tech, and Inversion. Each of these selections can be altered and tweaked as to number of frames and the length of time the logo is to remain on-screen in a frozen state at either or both the start and end



WaveMaker's prefab choreographies and utilities may be just the tool an Amiga animator needs in order to meet crunching deadlines and leave the studio before midnight.

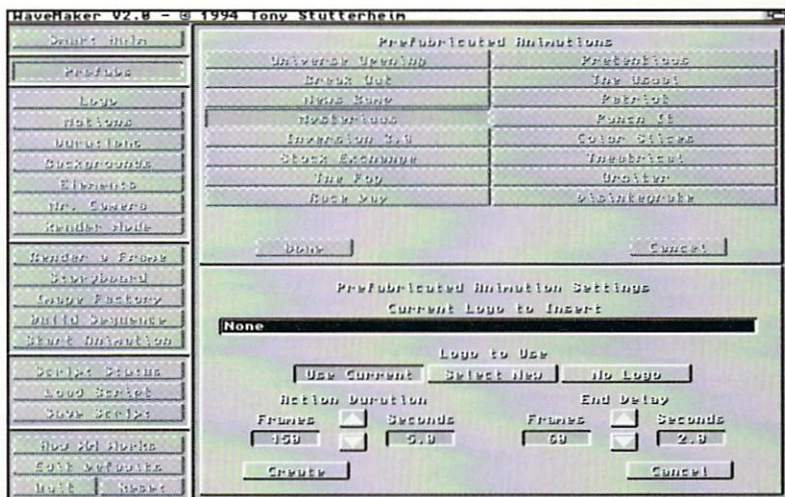


Figure 1. The WaveMaker interface is laid out so that it becomes intuitive to use.

of the animated sequence. You can even choose to record these animations without a logo plugged in, just in case you want to composite the finished art or perform some video effects later in the edit.

Unique Animations

For those that require a never-before-seen logo animation, WaveMaker responds with a utility that allows you to build a more unique animation from scratch using the included tools. First you load in your 3D logo and assign a targeted motion from one of four general choices (Fly On, Fly Out, Fly On-Hold-Fly Off, Stay in Place). All motions have "eases", allowing for smooth and realistic movement. Next you apply the durations involved. You add either a background picture or a solid color or a gradient. Backgrounds, by the way, can include a sequence of images as well as one picture. Since the se-

quenced images could include previously saved WaveMaker frames, you could render a fully composited animation on an animation.

Next you may want to add what WaveMaker calls "Elements", animated artifacts that render behind the logo. Elements can be added in up to eight "layers", so that a very complex 3D scheme can be created with ease. Elements consist of three banks of choices with 24 variables in each bank for a total of seventy-two. Some of the Elements are streaks, flying polys, sphere lines, and stars. All Elements can have assigned rotations, speeds, and "thickness" sizes.

"Smart ANIM"

This is the easiest way to utilize WaveMaker. Using the Smart ANIM feature, your only task is to select a logo to process and where to store the animation. From there, WaveMaker makes all the decisions and creates an

animation. This is the ultimate lazy producer's module, and it may suffice in some situations when you are under exceeding time pressure.

Rendering

If LightWave is running at the same time as WaveMaker, you can access several additional options. The first is the ability to render any single frame from a WaveMaker file. You can also generate a storyboard that pictures any number of frames you select from a beginning and end count. The storyboard feature allows you to select the color, resolution, full screen or underscan. The third option is running a batch sequencer that allows you to set up a rendering queue of up to 15 separate animations. All will be rendered automatically once the process starts, leaving you open for a day at the beach. If LightWave is running, you can also use WaveMaker as a front end and call up and render any selected scene file.



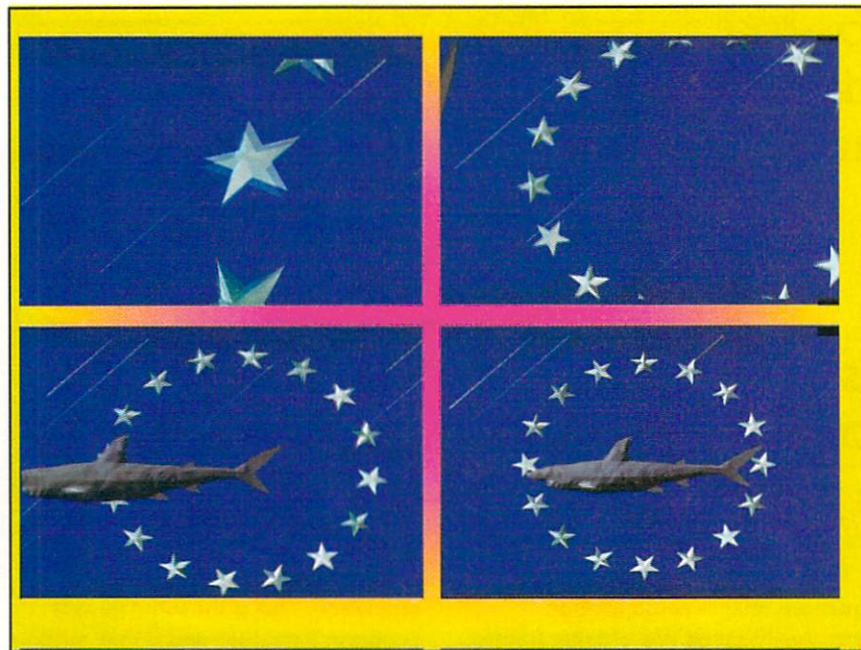


Figure 2. Here is a four frame sample of a WaveMaker "prefab" animation with a shark logo-object set center stage. The slight blurriness in the images is caused by field rendering which creates a smoother animated movement.

The faster your processor, the faster you can render LightWave animations put together in WaveMaker. Most frames take no more than a few minutes to render, but using higher resolution choices or motion blurs and other options can increase that time just as if you were working in LightWave alone. Where the time is saved is in not having to manually move objects around the screen in order to achieve desired select choreographies.

Rendering can be in low, medium, or broadcast quality. You can also tap into the "expert option" commands in LightWave. As an expert, you are allowed to target the antialiasing options, aspect ratios (Toaster, Abekas recorders, or Square), field rendering,

and motion blur. You may also choose to render a single frame for preview, and save it to disk. Frames may be saved as FrameStores or RGB's.

An added feature of WaveMaker is the ability to create a storyboard with either nine or sixteen panels. You can choose the resolution of the storyboard frames and have them render as either a FrameStore or RGB. Once completed, this finished storyboard can be sent out to a color printer so that the client can view the suggested script.

After you save your scene scripts, you can use WaveMaker to render whole batches of files. These can be rendered as either FrameStores or RGBs and, if you prefer, they can be targeted immediately to the PAR

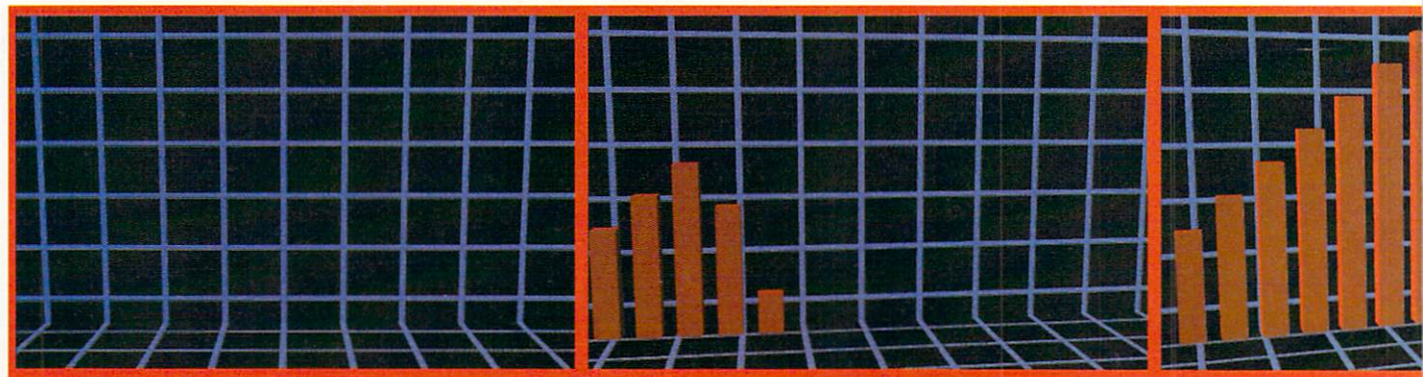
An added feature of WaveMaker is the ability to create a storyboard with either nine or sixteen panels.


board that is connected to your recorder.

WaveMaker animations can be saved and loaded as full script files so that you can plug in new logos or render the same scene again. WaveMaker allows you as much freedom as possible in the creative process.

Conclusions

All of my WaveMaker tests were performed on an Amiga 4000 '040 with 32 MB of RAM and a large hard drive. I rendered the results to a Sanyo S-VHS recorder. There is never enough variety or options in an animation package to satisfy either the professional animator or the client. Everyone wants their logo "look" to be special,





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Circle 102 on Reader Service card.

something never before seen on the planet, something that makes the audience ask "how did they do that?". Even though you can create some absolutely stunning logo looks in WaveMaker, it would obviously be nice to have more Element libraries and Prefab scripts (thousands?).

I would like to see Radiosity develop a CD-ROM that was packed with these and other additional libraries. I find this LightWave utility to be extremely useful in those

impossible deadline situations, and I know more than a few LightWave animators who are using it to fatten their sample portfolios. WaveMaker is an essential tool for the LightWave professional, and more fun than a barrel of digital monkeys for the hobbyist.

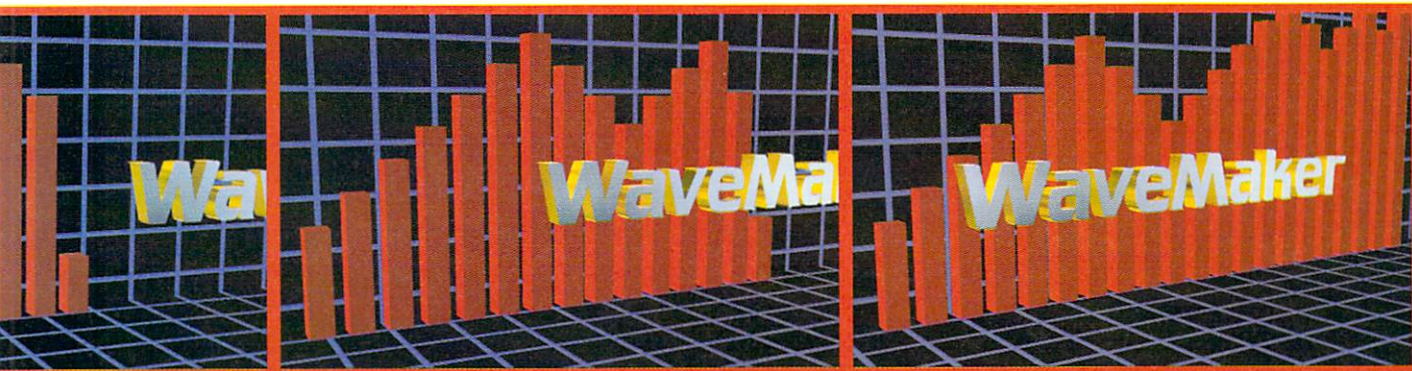
WaveMaker requirements:

Amiga computer with LightWave, AmigaDOS 2.0 or better, 1 MB of "fast" RAM and 2 MB of "CHIP" RAM, hard drive for image storage. Note that

LightWave, whether a stand-alone version or the LightWave module in the NewTek Video Toaster, requires 4 to 8 MB of FAST RAM on its own.

WaveMaker 2.0
MSLP: \$129.00
Radiosity Software
3970 North Victoria Street
Shore View, MN 55126
(612) 787-0855
FAX: (612) 787-0856

•AC•



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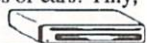
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GIRLS OF PARADISE	SPICY PICS!
HOT PIX 5	TIGHT PANTIES
HOT PICS: VOL. SEX	TOP HEAVY
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ATTENTION *Amiga* Developers!

AC's GUIDE will return with the Winter '96 edition. Don't delay, be sure your products are updated immediately. Every listing will be reviewed. If you do not respond, you could be excluded from this valuable resource.

All entries must be received no later than **September 28, 1995** by mail or please contact our offices for a special email address. Please use the form on the next page (make a copy of the form for each of your products) and refer to the category list below.

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ACCESSORIES/WORKSTATIONS
SERVICES

BOOKS & TAPES

AUDIO TAPES
BOOK/DOS
BOOK/ENTERTAINMENT
BOOK/GENERAL
BOOK/GRAPHICS
BOOK/PROGRAMMING
BOOK/TECHNICAL
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BUSINESS & HOME PRODUCTIVITY GENERAL
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SPREADSHEETS
SPREADSHEET/UTILITIES
STATISTICAL ANALYSIS
VERTICAL MARKETS

CD32 & CDTV

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CD# & CDTV ACCESSORIES

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HARD DRIVE CONTROLLER ONLY
HARD DRIVE CONTROLLER W/AUTOBOOT
HARD DRIVE CONTROLLER W/AUTOBOOT & EXPANSION
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HARD DRIVE OPTICAL DRIVES
HARD DRIVES
HARD DRIVES COMPLETE
HARD DRIVES COMPLETE W/AUTOBOOT
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32-BIT MEMORY EXPANSION
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IMAGINE 3.0, Exciting changes that have taken place since the product's first release two years ago, by Marc Hoffman.

Fractal Gallery, Great Fractal pictures plus an overview of *Fractal Pro* by MegageM and Cygnus Software's *Mand2000* software packages, by D.L. Richardson.

DesktopMAGIC: The Kitchen Sink Screensaver, The ability to trigger audio clips places this program a step up from the rest, by Douglas J. Nakakihara.

MaxonMAGIC, A review covering both the pros and the cons of this latest Amiga screen saving utility, by Henning Vahlenkamp.

Aladdin-4D Tutorial #10, Lens flair creation and use are covered in depth, by Shamms Mortier.

Video Transitions using ARExx, Combine the power of ARExx scripting with Art Department Professional to create video transitions, by Jason R. Hardy.

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Online, A look at some of the software available on services we've covered so far, by Rob Hays.

Digital Image Special F/X, Custom textures, backgrounds and texture maps with image processing and 3D animation software, by William Frawley.

New Products & Other Neat Stuff, New releases from Replica Technology, Playfield, and a look at Play Inc.

Bug Bytes, Audiomaster IV and the A4000, 1960 Monitor driver revisited, and more, by John Steiner.

Inside ARExx, Programming Error Traps and interrupting ARExx Programs, by Merrill Callaway.

Cli Directory, Readers react to past

columns and a Script file that will search a Disk for a given topic or word, by Keith Cameron.

Roomers, Alternative platforms, and other things Amiga users should avoid, by The Bandito.

Diversions, *Mortal Kombat*, the ultra-violent arcade legend, finally makes its way onto the Amiga.



Volume 9, Number 11 November 1994

Create an Animated Five-Day Weather Forecast with DeluxePaint IV, By Randy Finch, who shares his experiences producing the weather forecast at an NBC affiliated local station.

Weathering the Situation, An interview with Tim Drawbridge, a meteorologist who discusses novel animations he creates with the Amiga, by R. Shamms Mortier.

On The Ball 1.24, A review of Pure Logic Software's *On The Ball* personal information manager, by Henning Vahlenkamp.

1994 Readers' Choice Awards, The results are in and the winners are!

TrapFax, A review of *TrapFax*, an integrated fax management utility from TrapDoor Development, by Mark Rickan.

Two from Spectronics: Adorage and ClariSSA, A review of the two software packages by Spectronics, by R. Shamms Mortier.

Pixel3D-Pro Version 2, A review of what is considered a very significant upgrade to *Pixel3D-Pro*, by R. Shamms Mortier.

Distant Suns v5.0, A review covering many new features added in the newly released version of *Distant Suns*, by Rob Hays.

A Tale of Two DOS's, Comparing AmigaDOS and MS-DOS, by Keith Cameron.

Front Ending C, Create an interface for your C programs with an easy-to-use authoring tool, by Randy Finch.

PD Update, A close look at utilities to edit your Amiga's memory or clean your floppy drives, by Henning Vahlenkamp.

Online, Featured subjects include a ray tracing software package and accessories, as well as a security program for your disks, by Rob Hays.

New Products & Other Neat Stuff, *Moving Textures 100*, *Making Music with Bertie Bunny*, *Really Real Texture/Images*, *International Flow Chart*, and more!

Inside ARExx, A look at arguably the most powerful single instruction in ARExx, the interpret instruction, by Merrill Callaway.

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more, by John Steiner.

Beginning Assembly, The first in a series of articles covering the major machine language programming techniques for the Amiga, by Bill Nee.

Roomers, Commodore UK & CEI in, Samsung out, and NewTek retains Amiga loyalty while selling to other platforms, by The Bandito.



Volume 10, Number 2 February 1995

New Products & Other Neat Stuff, *Personal Paint v6.1*, *Studio Printer Version 2.0*, *Gage CS220 Driver*, *Fossil AGA*, and more!

Aladdin-4D Tutorial #11, Creating arrays with Genie Tools, by R. Shamms Mortier.

HiSoft BASIC 2, A review of Oregon Research's new BASIC Development System for the Amiga, by Henning Vahlenkamp.

Bug Bytes, Using a PC mouse on the Amiga, Reason Install solutions, CRC errors, Modem compatibility and GPFAx, and more, by John Steiner.

Digital Image Special FX PART XIII, Creating quick and easy, seamless Texture maps suitable for tiling onto 3D objects, by William Frawley.

Roomers, From emulations to exclamations, the Amiga (and the world) continues.

Deathbed Vigil and Other Tales of Digital Angst, A review of the video *Deathbed Vigil and Other Tales of Digital Angst* by Dave Haynie, written by Merrill Callaway.

Digital Sound Track, A review of Visual Inspiration's *Digital Sound Track* software package, by R. Shamms Mortier.

Beginning Assembly Part 2-Power Play, Create an Assembly Program and understand how it works, by Bill Nee.

Use HELM to create an Animated Five-Day Weather Forecast Part II, Randy Finch shows you how to make a tedious task easier through the use of HELM in this continuation of his article.

Using ARExx Time and Date Functions, Programs that make it easy to figure out all sorts of problems involving day of the week, time or dates, by Merrill Callaway.

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On Line, SCSI utilities that will make your life much easier, *Scrammer* an A3000/A4000 System information utility and information on local Amiga BBS systems, by Rob Hays.

Front Ending: Deluxe Music, This article discusses a *CanDo 2.51* program which makes use of CanDo's ability to open

windows on Public Screens, by Randy Finch. And furthermore..., The Computer Cafe team creates an underwater world for Oceanic.



Volume 10, Number 4 March/April 1995

New Products and other neat stuff, The DraCo Amiga Clone, Video Toaster Secrets, and over 30 other Amiga announcements in this article.

Genie Tools, Add on functionality for Aladdin-4D, by R. Shamms Mortier.

AlphaPaint, A review of Innovation Technology's 24-bit plus Alpha Channel painting program for the Video Toaster user, by R. Shamms Mortier.

An Interview with Nova Design, An interview with Bob Fisher, the Marketing Director and spokesperson, by R. Shamms Mortier.

ImageFX 2.0, A look at the most significant upgrade that any Amiga image processing program has gone through in years, by R. Shamms Mortier.

Fred Fish, The new Fred Fish Disks-Beyond 1000, and a quick look at the next 40 disks.

Using 'Moving Textures' in Aladdin-4D, "Of all the CD collections of textures that I've seen thus far, this one from Precision Computer Graphics is the absolute cat's pajamas hottest...", by R. Shamms Mortier.

Accelerate Your A4000 or A3000, The top-end of the WarpEngine line features '040 CPUs running at 40MHz which improves 3000's performance by a factor of nearly eight, by Douglas Nakahihara.

On Line, A look at several different utilities available for downloading from your favorite communications service, by Rob Hays.

PD Update, A table of 1994 software updates plus a look at FileX 2.0, ImageStudio 1.1.0, Klondike Deluxe AGA II, and Tetris Duel, by Henning Vahlenkamp.

FinalData, A review of the database manager program by Softwood, Inc., by Merrill Callaway.

The Commodore Game, Three companies race toward the final resolution of a multinational corporation with a dark horse contender in the lead.

SUBWAR 2050 & UFO, MICROPROSE goes to war with two great titles.



Volume 10, Number 5 May 1995

New Products and other neat stuff, Use a VCR to Back-up your hard drive, check out a new series of CD-ROMS and more.

NAB '95, The DraCo Amiga emulator, NewTek's Toaster for Windows NT, Trinity from PLAY Inc., and several new tower cases for 4000 owners at the National Association of Broadcasters in Las Vegas.

Digital Image Special FX, Color correction 1.02: Advanced 1-To-1 pixel transformations, by William Frawley.

Transporter 2.0, Move single frame or compressed animation files to video with a single frame controller, by R. Shamms Mortier.

Bit Movie '94, See the Amiga used in winning entries and art displayed here is some of the best in each category.

Two Genie Tool Tutorials, A PInstance tutorial example and an FFDeform and Bones example, by R. Shamms Mortier.

Using Postscript fonts with Professional Page, A tutorial on the use of Postscript Fonts in Professional Page without the use of the CG-conversion program, by Douglas Nakahihara.

On Line, A look at some programs on the nets that should help keep your Amiga hopping, database programs, and more, by Rob Hays.

Inside ARexx, A handy and ingenious ARexx macro for Directory Opus that allows you to view the contents of LHA or LZH compressed archives, by Merrill Callaway.

Alien Breed Tower Assault, The third and final game in this series is one of the easiest, but also proof that the Amiga can still provide an exciting arcade experience, by Jason D'Aprile.

Rise of the Robots, A review of the hyped CD32 release, by Jason D'Aprile.

Fred Fish Disks 1041-1060, An Amiga specific E compiler, DiskSpare 3.0, SuperDuper 3.13, a great Chess game, and more from the Fred Fish Library.

The Commodore Auction, A race to discover the outcome of one of the most-watched auctions in the computer community, as AC rushes to provide you with the best information available.



Volume 10, Number 6 June 1995

New Products and other neat stuff, Help Wanted Service for Graphic Artists and Animators, Accelerators for the A4000/40 and the A2000, and more!

Creating Nebulas With LightWave 3D, Unlock some of the greatness of LightWave by recreating those awe-inspiring background nebulas often seen surrounding Babylon 5, by William Frawley.

DPaint V, Is this much awaited upgrade to

Electronic Arts' major contribution to the Amiga for everyone? By R. Shamms Mortier.

Connect with ENLAN-DFS 2.0, Network your Amigas for maximum performance and full Amiga productivity, reviewed by Shamms Mortier.

VLab Motion: Tips and Tricks, Use VLab Motion's editing software package, MovieShop, and ARexx to ease your animation tasks and more, by Douglas J. Nakahihara.

Revitalizing the X-Specs 3D Stereoscopic Glasses, Program your software to use the XSpecs.library and create 3D viewing on your Amiga, by Randy Finch.

ESCOM Interview, Manfred Schmitt of ESCOM AG speaks directly on the future of the Amiga, ESCOM's plans and more.

BloodNet, Journey through the streets of Manhattan and Cyberspace in 2094, by Rob Hays.

ATR: All Terrain Racing, Team 17's ATR is an overhead, small sprite racer with a sci-fi bent, by Jason D'Aprile.



Volume 10, Number 7 July 1995

New Products and other neat stuff, The Amiga 4000 Toaster Oven Tower from Anti Gravity, Photogenics 2.0, make your own hidden 3D images, and more.

ESCOM creates Amiga Technologies, ESCOM ends speculation on their plans for the Amiga as they hold a press conference for journalists.

Brilliance Tutorial, Use the power of this program to create realistic still masterpieces fit to hang in any gallery, by Marc Hoffman.

Basically Bone, Our authors use the Amiga to train young doctors and keep the files where they belong, by Michael Tobin MD.

On-Line, Keep your electronic messages safe, discover a way to retain your clipboard information, and more, by Rob Hays.

DirWork 2, Use this point and click interface to speed your way through the Amiga's disk functions and file handling, by George Evans.

Beginning Assembly, In his third installment, Bill Nee demonstrates the Amiga's libraries and how to utilize them.

Amazing Artist, Marc Hoffman demonstrates his abilities at creating other-world scenes on the Amiga.

Litil Divil, Try your luck in the lower labyrinths of this dungeon folly filled with puzzles and twisted routes, by Jason D'Aprile.

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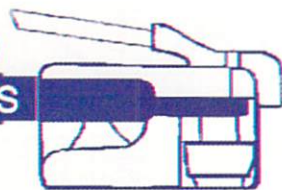
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causing offense, but those who do offend can find themselves non-violently mail-bombed. You can find Archie and Veronica there, but not Jughead. While this may sound like Zen philosophy, or Churchill's description of Russia, what we are talking about is the Internet. Starting this month, On Line will try to demystify that "riddle wrapped in a mystery inside an enigma" that may or may not be the information superhighway.

estimates place the current number of sites at more than 40,000, growing at rate of 10 percent per month.

Of prime importance to ARPA was the survivability of the network. It would do no good to have a wide-area network if breaking the communications link at one point would bring the entire network down. The system devised was TCP/IP, which stands for Transmission Control Protocol/Internet Protocol. This breaks data transmissions into discreet packets, each with complete address information. This allows specialized routing computers to send each packet by the best route currently available to the system. This allows messages to get through despite broken or intermittent links, creating a self-healing network.

By the early 1980's the military functions were split from the civilian side of the Net, which was taken over by the National Science Foundation. More and more sites were added, links between sites were upgraded, and the Internet was born. Improvements made to the main transmission lines used by the Net, called the "backbone," have increased data rates to 45 million bits per second. Plans are underway to increase this to two billion bits per second in the near future. How fast is a 2-gigabit rate? Fast enough to transfer the Encyclopedia Britannica in one or two seconds. Achieving this speed will become critical as huge graphic and sound files come to make up more of the information that is transferred between sites.

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In the Beginning

The Internet as we know it today, has its roots in the Cold War of the 1950's and 1960's. As computers became common in research facilities, people began using them to communicate by e-mail. Message systems were an easy way for people to share results and assistance. This was fine as long as the person who could solve your problem was a member of the same organization. Unfortunately, if you were at Berkeley, and the only person in the country who knew the answer to your questions worked at MIT, you could be out of luck.

The Department of Defense, through its Advanced Research and Projects Agency, set up the ARPANET. The idea was to develop methods whereby different computer systems, possibly even using different operating systems, could transfer data. The first two systems were linked in September of 1969, and by 1971 there were twenty different sites connected. Recent

Okay, So What Can I Do There?

Because of the complexity of the Net, it may help to think of it in terms of being several different functions. Some of these are the Usenet (also known as the newsgroups), Telnet, which allows you to use remote systems, File Transfer Protocol, or FTP, which lets you transfer files from another system to your home computer, and e-mail. In coming months, we will focus on each of these, and more.

Because the computers that control the Net use the Unix operating system, or one of its close relatives, the information displayed and the commands needed to navigate the systems can look like so much gibberish. Like any language, once you become familiar with its conventions, it starts to make sense. With one notable exception, the World Wide Web, the Internet is text-based, and all commands are by keyboard.

E-mail

Just as the post office puts a postmark on every piece of mail, the e-mail system places a header on every message. This header contains information such as the sender's address, the routing for this message, often the date and time it was sent and received. Careful examination of a person's e-mail address can reveal not only their name, but often the company they work for, and what country they are sending from.

E-mail addresses are composed of two main sections; the user's name and location. Using mine as an example, you can see that my Internet provider knows me as "rhays." The "@" separates my name from the location, or domain name. The domain section of the address is "ansel.intersource.com." The last three letters indicate this is a commercial site. Other common endings you will see are ".edu," for a site operated by an educational institute, ".org" for a non-profit organization, ".gov" for a government site, and ".net" if the site is part of a large company network.

Sites located in other countries usually add a two-letter suffix to designate the country of origin. While most of these are obvious, such as ".uk" for the United Kingdom, and ".ca" for Canada, some require a bit of thought. Unless you knew that "Germany" in German is "Deutschland," you probably wouldn't realize that e-mail address ending in ".de" were from there. Some, such as ".za" for South Africa, or ".ch" for Switzerland, seem to escape rational explanation.

E-mail on the Internet is more versatile than its counterparts on the more familiar commercial BBS services. In addition to sending messages, you can subscribe to mailing lists that will automatically send to you, as e-mail, the latest postings in selected newsgroups. Depending on the level of service provided by your Internet provider, you can even transfer files via e-mail.

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How Do I get Connected?

I have good news and better news for you. The good news is, you may already have, or qualify for, an Internet account. If you are a student or a member of the faculty of almost any college or university, you probably have at least an e-mail account. If you already have an account on a major commercial on-line service, such as CompuServe, or GENie, you also have Internet access. Both of these services have recently been enhancing their Internet offerings. In this, they are playing catch-up to Portal, Delphi, and Bix, which have all offered what amounts to full Internet access for several years now.

The better news is that GENie and CIS have both recently announced major price restructuring. This amounts to significant price cuts for both of these services, just as they are also enhancing their offerings. In the near future, we will detail the differences in what these systems are

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currently offering. If you have been putting off joining a major BBS, there has never been a better time than now in terms of price and services offered. Here are the voice numbers for the systems:

BIX	617-354-4137
CompuServe	800-848-8199
Delphi	800-695-4005
GENie	800-638-9636
Portal	800-433-6444

You may also have a local provider that offers a better service package. Try checking with any local user groups, or computer or software

stores. You might also wish to contact a nationwide provider such as Netcom, at 800-353-6600, or MCI at 800-955-5210. When shopping around, some things to consider are type of connection offered, storage allotments, and modem speed. Currently the best choice for a connection is called PPP, with SLIP a close second choice. If a shell account is all that is available, make sure that the provider will let you run a piece of software on their end called The Internet Adaptor. The reason for this is to allow you to run AMosaic, which gives a graphical, hypertext access to the World Wide Web. Be sure that the provider

supports modem speeds of at least 14.4 kbps, with 28.8 kbps and V.34 support a plus. Even if your current modem isn't this fast, you will almost certainly be wanting a faster one soon, and modem prices are falling rapidly.

Who Ya Gonna Call?

Here are some more Amiga BBS's you may want to check out.

NAME: ImageNet
PHONE: (401)822-3060, (401)821-4320
SPEEDS SUPPORTED: 300-19,600
SYSOP: Steve Medeiros

NAME: Community On-Line and Public Safety Support
BBS (COPS)
PHONE: (207) 985-1140, (207) 985-1141
SPEEDS SUPPORTED: up to 14.4kbps
CONTACT: Michael LeBlanc
NOTES: Operated on an Amiga, specializing in Public Safety aspects.

NAME: Amiga Exchange
PHONE: (310) 325-1796
SPEEDS SUPPORTED: up to 16.8kbps
CONTACT: Robert Takahashi

Where To Find Me

R.Hays5 on GENie
RHAYS on Delphi
72764,2066 on CompuServe
Rob Hays on Portal
Internet users, I now have a new e-mail address:
rhays@ansel.intersource.com.

For U.S.Mail:

Rob Hays
P.O.Box 194
Bloomington, IN 47402

Please include a SASE if you need a personal reply.

If you run an Amiga specific BBS, send me the information callers will need to access your system. Phone number(s), modem speeds, software settings, etc. As a service to the Amiga community I will include the information I receive in this column from time to time. Send the info to any of my addresses above.

That's all for now. See you On Line!

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(continued from page 48)

There are three types of aircraft for you to choose from; British Spitfires and Typhoons, and American Mustangs. Everyone knows the Spitfires and Mustangs were great fighter planes, but the Typhoon may be a bit of a mystery. Designed as a fighter also, it was a miserable failure. However, it was a superb ground attack aircraft, and that is the role it was playing in the invasion struggle. The version of the Mustang modeled here is not the more familiar P-51D that American pilots flew, but the earlier 'B' model that had been supplied to the British.

When you are not actually flying a mission, the main screen consists of an aerial view of Tangmere Station, with different activities represented by various buildings on the base. Most often, you will be visiting Ops, the Dispersal Hut or your bedroom. You could also be summoned to the Commanding Officer's office, perhaps for a promotion, or a reprimand if you have done something frowned upon, such as shooting down one of your squadron mates.

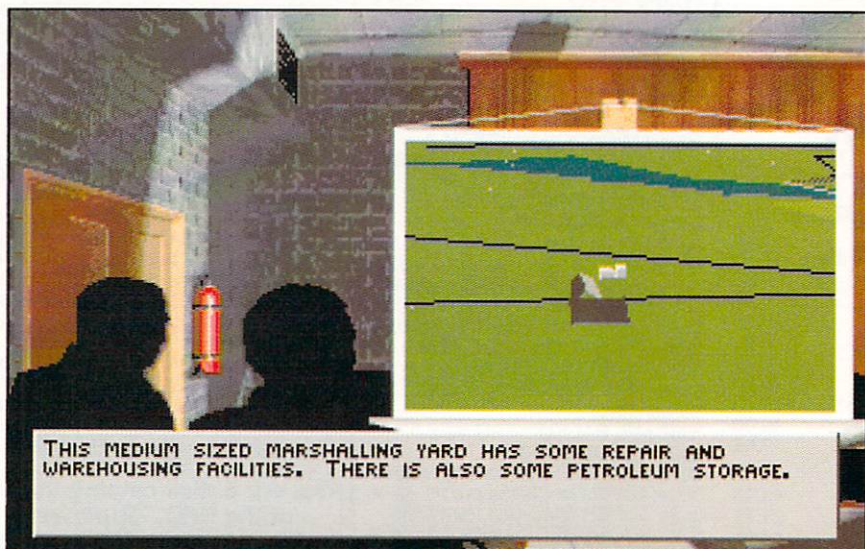
Programmers today have reached levels of sophistication in their flight simulators, so that they have created an unusual problem. They can either make the sim totally faithful to the real world, thereby making it impossible for most people to control, or they can

sacrifice realism for playability. Neither, of course, is an acceptable alternative. In Overlord you are given the ability to alter reality in a number of ways that increase playability until you can handle the reality. Don't like being shot down? Turn the invulnerability on. Keep running out of fuel or ammo? No problem. At the other extreme, you can take off from England, fly across the Channel at two hundred miles an hour, go into battle with enough ammo to fire your guns for about thirty seconds, and enough fuel to make it home if you don't stay very long. Other options include the amount of graphic detail, sound, numbers of enemy planes and their aggressiveness.

Another area that traditionally gives troubles in flight simulators is the problem of vision. If a pilot wants to keep an object in sight, which is critical to survival in combat, he turns his head to follow the target. Different simulators have tried to give the gamer the same freedom of sight enjoyed in the real world with varying degrees of success. Overlord offers two solutions to this problem, called the Inside and the Outside Lock. The former causes the screen display to remain centered on the current target, regardless of how it or you maneuver. By using a sort of visual shorthand, the program lets you determine which direction your virtual head is turned. Once you get used to it, you will begin maneuvering your plane instinctively to bring your guns back to bear on the target. The Outside Lock functions in the same manner, but keeps your plane pictured in the foreground.

There are so many different possible views, as well as control keys for things such as flaps, gear, and brakes, that a keyboard chart or overlay would be a big help. Unfortunately there is none. Instead, 18 pages in the manual detail all of the keyboard options. Most keys are not only used by themselves, but also qualified with shift, control, and alternate keys, further adding to the bewildering array.

The manual itself is 228 six inch square spiral bound pages. Divided



If you are lucky, your mission briefing will include reconnaissance films of the target.

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approximately into thirds, the first section contains historical background on both the Allied and Axis plans concerning the invasion. The middle third concerns the aircraft in the simulation, including the three you fly and the others that you either fly with or fight against. This section includes some basic flight maneuvers to help hone your skills. The final third is about the game itself and the descriptions of the keyboard controls.

Flight control is your choice of keyboard, mouse, digital joystick, Gravis Mouse Stick, or analog joystick. I was unable to test Overlord with a Gravis, and unfortunately the analog routines exhibited the usual conversion problems. For some reason, and Rowan Software is far from alone in this, nearly every flight simulator that says it supports analog joysticks is in fact unflyable with one. It is not impossible to write analog routines. Jaeger Software's Fighter Duel Pro simulators handle beautifully. The

people who make the IDD Smartport analog adaptors have written patches for several flight simulators to fix the analog sections of the programs, and hopefully they will make one available for Overlord.

Overlord runs on any Amiga with at least 1 megabyte of memory. Extra memory and floppy drives are supported, and it can be installed on a hard disk. Owners with 68040 processors will probably need to make the usual changes to their cache settings, but I had no troubles with OS3.0 on an A1200. While the game is no speed demon when played on a stock A500, by setting the graphics options at their minimums, it is certainly playable.

If you want a taste of WWII English air action, pick up Overlord. Just about the only thing missing is a pint of warm ale.

•AC•



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DIVERSIONS

Overlord

reviewed by Rob Hays

It is April 1944, and the RAF's mission has shifted from defense to offense. Preparations are underway for the Allied invasion of Europe, and it is your job to help smooth the way. Welcome to Overlord, the new flight simulator from Virgin Software.

Taking off from your home base of Tangmere Station, you will be flying above some of the most heavily defended real estate in Europe. As your flight crosses the coast of France, German fighters fill the skies, and tracers stream upward from gun emplacements. As you twist and turn, trying to avoid the unseen bullets between the tracer rounds, you watch for familiar landmarks that will guide you to today's target. Later, if you are still alive, you head back across the

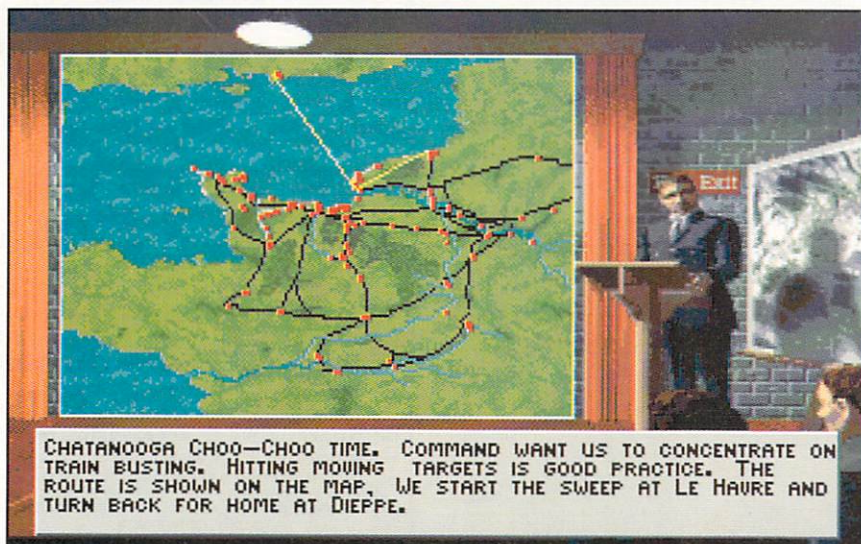
Channel toward home. Probably nursing a damaged engine that is not producing full power, and fighting the sluggish controls that are the result of enemy fire, you line up with the runway and ease your plane back to Earth. Later, you'll review your score to date, painted on an old aircraft rudder in the Dispersal Hut, and bring your diary up to date before turning in for the night. You will do the same tomorrow, and the next day, and so on, until the invasion, or until they get you.

Missions begin with a briefing session, which will lay out your flight plan and pass along details of enemy activity in the area. If you are lucky, there will be some reconnaissance films of the target to give you the lay of the land. Then it's off to the flight line.

If the invasion is to be a success, specific targets must be destroyed. Missions will include radar installations, rail lines, factories, vehicle convoys, and more. Targets gratifyingly explode when sufficiently hit, and aircraft will trail smoke and crash. If you are lucky enough to find a train to attack, you will find it will stop, and release steam and smoke when the engine is hit, and box cars will explode. Graphically, Overlord looks very much like two other Rowan conversions done for the Amiga, Falcon from Spectrum Holobyte, and Red Baron from Dynamix. Thankfully, this one suffers none of the sluggishness of Red Baron.

From your cockpit (top), you will be flying above some of the most heavily defended real estate in Europe. Missions begin with a briefing session (bottom), which will lay out your flight plan and pass along details of enemy activity in the area.

(continued on page 46)



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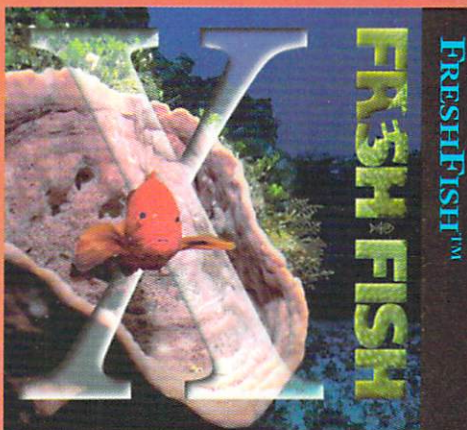
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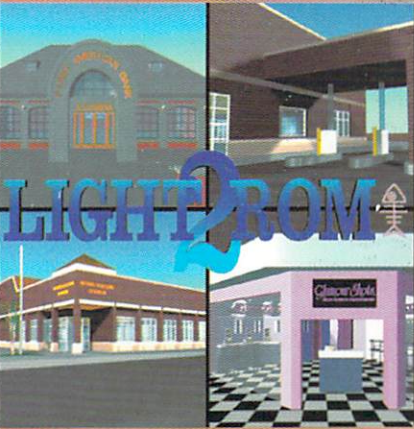
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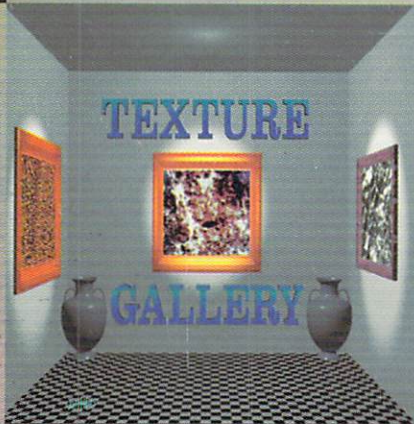


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